This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

+ *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.

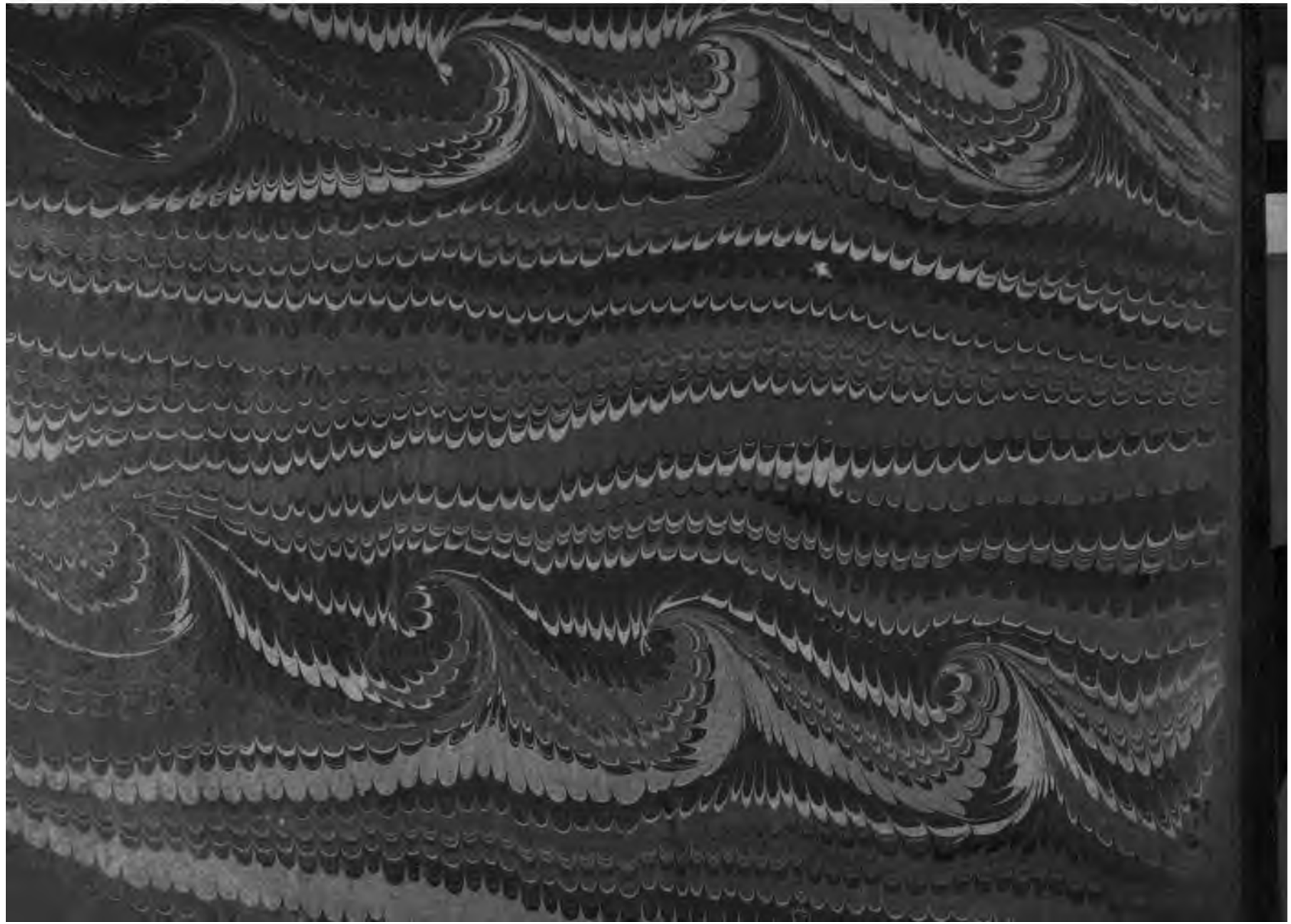
+ *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.

+ *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.

+ *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at `http://books.google.com/`



5

1/c

Ent. page 101

Thomas Bryan Richards — F.S.A.
16th May 1806 —

1/a

Chas. Prince Esqre 21 Nov. 1828.

Chas. Riccorio
1845.

Bt from Esqre

Dec

207 —

20123 d. 40

THE Mediterranean Pilot:

Being an Exact

ACCOUNT OF THE COASTS OF

SPAIN, PROVENCE, ITALY, the Iſlands of YVICA, MAJORCA, MINORCA, CORSICA, SICILY, *&c.*

WITH

A Particular DESCRIPTION of all their Roads, Coaſts and Harbours; the Marks to know them, Directions for Sailing into them, and the Dangers that lie about them, and along the Coaſts. The Soundings, and Depth of Water, with the Nature of the Ground. The Latitude of each Place, with the Variation of the Compaſs, and the Diſtance from one Place to another.

The Whole being Collected from OBSERVATIONS made upon the Spot, by *HENRY MICHELOTT*, Pilot on board the King of *France*'s Gallies.

Tranſlated from the *French*.

LONDON,
Printed for RICHARD and WILLIAM MOUNT and THOMAS PAGE, on *Tower-Hill*. M.DCC.XV.

BODLEIAN
17 DEC 1929
LIBRARY

To the Honourable

Sir *GEORGE BYNG.*

SIR,

I Should be unjuſt to ſuffer the following Tranſlation to appear in the World, without letting thoſe know, for whoſe Profit it is deſigned, to whom they are indebted for it. Nothing will more convince the Gentlemen of the Sea of the Uſefulneſs of the Work, than by knowing, that it was by Your Orders, it was undertaken: It is giving it the Sanction of Authority, that it comes forth with Your Approbation; and indeed you have judged the Deſign ſo uſeful in its kind, that I have often heard you

wonder it had not been attempted ſooner; and that a Book of ſo much Accuracy and Exactneſs, with reſpect to the Places it treats of, ſhould have been naturalized into the Languages of moſt Sea-faring Nations, except Ours.

WHATEVER Benefit therefore the Publick reaps from its appearing in our Tongue, it is to You, Sir, it owes it; ſince only Your Commands, which are ever a Law to me, could have put me upon it. Happy, if this ſlender Tribute of my Obedience ſhall perſuade You of the Gratefulneſs of Heart, wherewith I love and honour You; for ſure, no one was ever under greater Ties to do it, than I am. I am not aſhamed to tell the World, that I owe all the Advantages of my Fortune to You, and it is with Vanity I boaſt of having learn'd my firſt Rudiments of Buſineſs under You. It was Your Care, that firſt brought me to that Element, whereon You had long exerted Your ſelf in Your Country's Service; it was there I firſt beheld that Military Skill, that Exquiſite Addreſs in the whole Naval Art of War, which renders You the Delight and Ornament of Your Profeſſion, and will make Your Name remember'd with Honour, ſo long as the Sea, the Scene of Your Fame, ſhall be a Part of the *Britiſh* Empire.

OUT of the many Eminent Actions that do adorn Your Character, let me ſelect only Two, that were tranſacted in the late War, and of which I my ſelf was a Witneſs. The Firſt, ſhall be that Memorable Cruiſe in the *Soundings*, in the Winter of the Year 1704. when that Neſt of Pirates, St. *Malo* and the Neighbouring Ports, had poured forth ſuch a Swarm of Privateers, as cover'd our Seas, and ſtruck a Terror into all our Traders. Their Inſolence was grown ſo great, that it was thought neceſſary to ſend an Officer of Your Rank to ſuppreſs them;

them; and ſure, never had our Commerce a more watchful Guardian. How active was Your Care! and how ſwift Your Vengeance, upon thoſe Robbers of the Ocean! No Station, no Latitude could skreen them from Your Thunder, while the Diſpeopled Town of St. *Malo* lamented the Loſs of her Inhabitants, and above twenty of her ſtouteſt Ships taken within the ſpace of ſix Weeks time. Our Merchants proſpered in the Security of their Returns, and the Government it ſelf thought fit to make Honourable Mention of ſo extraordinary a Service. The Second, was of a higher Nature, and more Glorious in its Conſequences, as it averted a Storm, that would have ſhook the Nation; I mean, the Diſappointment of the Expedition of the Pretender into *Scotland*. You muſt not wonder, Sir, that ſome Men then gave out You did too little, ſince they were only ſuch as grieved You had done ſo much; and let it be a Conſolation to You, that You had no Enemies on that Occaſion, but who were known to be ſo to their Country, and who would have Delighted in the worſt of Wars, an Inteſtine One.

I MIGHT here take Occaſion to Introduce and Expatiate on the Deſcent at *Gibraltar*, the Storm of *Alicant*, that ſurprizing Celerity that ſaved *Barcelona* for one time from Ruine, with many other Succeſſes that have attended You in the Courſe of the War: but as ſuch Subjects do better become the Abilities of an Hiſtorian, ſo neither would I fill an Addreſs of this kind with Relations of Things, which, how pleaſing ſoever the Memory of them muſt be to You, (and ſure no Pleaſure is equal to the Reflections on a Life ſo ſpent) yet to hear of them from others, would be in no ſort agreeable to You. Suffer me only to make uſe of this way of returning You the moſt Publick Thanks I am able, for that Generous Friendſhip You have ever

ſhewn

ſhewn me from my firſt Entrance into a Life of Buſineſs. I have paſs'd theſe laſt Ten Years under Your Wing; and while Your Family enjoys You in the different Relation of the beſt Husband, Father, and Maſter, I am a Teſtimony to the World of Your being the beſt of Friends. Though this Acknowledgment of Your Favours is all the Return I can ever make You for them, yet I ſhall always retain ſuch Sentiments of Gratitude, as becomes one who is in ſo high a manner,

SIR,

Your moſt Obliged and

Faithful Humble Servant,

T. C.

THE Author's PREFACE.

OF all the Veſſels that uſe the Sea, the Gallies are the moſt proper and uſeful for obſerving the Situation of Coaſts, and the Dangers that may be met with on them: for as they generally coaſt from Point to Point, and as near the Shore as poſſible, either to ſhorten their Courſe, or to be more at ſhelter from contrary Winds, or to improve ſuch favourable Breezes, as the Gulfs, Rivers, and Vallies produce; the Pilots belonging to Gallies have very ſure Methods of knowing the Coaſts they are on, and obſerving the Bearings of Capes, and the Dangers that are met with along the Coaſts, which is of the utmoſt Importance to Navigation.

As I have had the honour of ſerving on board the King's Gallies in quality of Pilot Aſtrologer *for theſe thirty Years paſt, I have had the Opportunity of making my Obſervations on a great many Coaſts, which they have ſailed along; and to remark, how the* Dutch *Maps, and even thoſe that have been made in divers Ports of the* Mediterranean, *are fill'd up with Faults, eſpecially all the Sea-*Mirrours *that have hitherto been publiſhed; wherein they give you the Views of the Coaſts at length, and ſeveral Plans of Ports, Harbours, and Bays, ſo incorrect, as ſhew that the Authors were never upon the Spot; and that thoſe who furniſh'd them with the Draughts, had either very little Skill, or had an ill Deſign in it; or elſe that they have not given themſelves the pains to labour with any Exactneſs.*

In the mean time, as thoſe who ſail out of the Ocean *into the* Mediterranean, *do uſe only theſe Charts or Mirrours; I have thought it was my Duty to prevent the fatal Shipwrecks that thoſe ſort of Charts might be the Occaſion of: I do it with ſo much the more pleaſure, as ſeveral Captains and Pilots of* St. Malo, *my Native Place, have often intreated me to it; they have given me to underſtand, how that, tho I have given them two pretty correct Maps of the* Mediterranean, *eſpecially of thoſe Places which I have ſeen my ſelf; however,*

as

as those Maps are not very large, they can only shew the Course from one Place to another, the Points of the Wind, and the Bearings of the Coasts: and it happens very often, that one is oblig'd to put into some Ports, either by bad Weather, or for some other Reasons, without being always able to have experienced Coasting Pilots.

These Reasons have prevailed with me to make a Collection of all the Observations that I have made, of all the several Parts of this Sea, and to compile it into a Portulan, *or a Description of Ports, which may occasionally serve as a Guide to Pilots, and be more faithful than the* Mirrours *they use now, and more clear than our* * Flambeaux.

I should not go about to find fault with the Authors of these Mirrours *and* Flambeaux, *if a thirty Years Experience had not convinced me of the falseness of the greatest part of their Demonstrations and Descriptions; and which makes me think it a matter of Conscience to warn the Publick of it, and prevent those fatal Accidents that do but too often happen. As one may compare this* Portulan *with those that are already in the World, and know the Truth of what I advance; I will only give two Examples of what I have been saying: they are taken out of the* Portulan, *printed at* Havre de Grace, *where you see Plans and Draughts of the Ports and Roads in the* Mediterranean, *that shew the Author has only made them upon the Information of Persons who did not understand either the Design or Manner of making a Plan. He says, talking of the Port of* Palamos, *that it is the best Port in* Catalonia; *the Entrance of which lies towards the ESE. which blows full into it: This too the* Dutch *have said before him in their* Mirrours, *wherein they place the Mole of* Palamos *to the Westward, tho it lies to the Eastward. This Author adds, that there are* 10 *Fathom Water in the Port, tho there are but* 2 *or* 3 *at the most.*

He does not mark out any Danger at the going into the Port, yet in the middle of the Passage there lies a dangerous Rock, not above 6 *or* 7 *Foot under Water; this Rock lies a great way out, and is set down in my Charts, as well as several other Dangers that are near that Port.*

He says in another place, that from Cape Gofredy *to* Marseilles, *the Course is NE.* $\frac{1}{4}$ *N. which however is NE.* $\frac{1}{4}$ *E. a fault so considerable, as has been the Occasion that several Vessels have been lost on the Shoals of* Languedoc, *and about the Point of* Tignes. *In comparing my* Portulan, *as I said before, with those, one will find the difference between them. There are abundance of other Faults I could mention, were it not that I should be thought to intend this for a Criticism, instead of a Plain Instruction for the Publick and Navigators.*

* A Name given to some *French* Maps.

Deſcription of the Town and Bay of CADIZ, *and Port St.* MARIES.

CADIZ is a very large City, ſituate on a low Point, that is ſurrounded almoſt on all ſides by Rocks; it has a very good Road to the E.N.E. capable of receiving great Numbers of Ships. It is eaſily diſtinguiſhed, as you come from the Weſtward, by a high Mountain a great way off in the Country, which is very round, and is call'd *Cabeca de Moro*, or the *Moor's Head*, and lies towards the E.N.E. of *Cadiz*, ſo that ſteering with that, when it bears off you E. by N. you cannot fail of going directly into the Mouth of the above-mentioned Bay. *Cadiz.*

When you are 8 or 10 Miles off, you will diſcover ſeveral Steeples of the Town, which will appear like Ships; you will likewiſe ſee the Tower of St. *Sebaſtian*, which lies on a ſmall Iſle, to the S.W. of the Town, and very near it: About this Iſle are ſeveral Rocks both above and under Water, which ſtretch out a quarter of a League into the Sea. St. *Sebaſtian.*

About 6 or 7 Miles towards the N.N.W. of *Cadiz*, lies the ſmall Town of *Rotta*, ſituate on a low Point, with ſome Windmills near it, by which you diſtinguiſh it. *Rotta.*

From St. *Sebaſtian's* Tower to the N.E. Point of the Town, there are nothing but Rocks level with, and under the Water, ſo that you muſt keep out of the way of them.

About a quarter of a League to the Northward of the N.E. part of the Town, which makes the Entrance of the Bay of *Cadiz*, lies a long Rock almoſt always above Water, which they call the *Porques*, and to the Weſtward of that, there are other Rocks which appear at low Water, which they call the little *Porques*, which are very dangerous, as well as ſome other Rocks that lie that way, and more off of the *Coaſt* of *Cadiz*. *Porques.*

A Mile and a half N.E. by N. from the *Porques*, and almoſt mid Channel from *Cadiz* to St. *Catherine's* Tower, there is a Rock under Water, call'd the *Diamond*, upon which you have 7 or 8 Foot at low Water, and at high 20 or 22 Foot. When you are upon this Rock, you ſee the Steeple of St. *Anthony's* Church in *Cadiz*, bearing with the middle of the Rock *Porques*; this Steeple is the furthermoſt to the N.W. end of the Town; if the *Porques* is cover'd, you may then ſee St. *Philip's* Baſtion, which lies at the N.E. Point of the Town, bearing with the Steeple of St. *Francis*, which is a little to the Eaſtward of the former. Another mark is, the Eaſtern ſide of St. *Catherine's* Tower, bearing with the top of a high Mountain, at a great diſtance, which appears very ſteep to the Eaſtward. The uſual paſſage, is between the *Porques* and the *Diamond*, ranging along the *Porques* at diſcretion; you have 4 or 5 Fathom there at low Water, and a Buoy is plac'd there for your knowing it. The *Diamond.*

About 200 Fathom to the N.E. by N. of the *Diamond*, there is a ſmall Bank of Sand and Rocks, call'd the *Galley*, upon which there are but 3 Fathom water; you may paſs likewiſe between this Bank and St. *Catherine's* Tower, keeping in mid-Channel. N.E. by N. from the N. E. Point of *Cadiz*, which is call'd St. *Philip*, at about 3 Miles diſtance, lies St. *Catherine's* Tower, which makes the Entrance into the Bay of *Cadiz*; it is ſituate on a low Point, at the Entrance of the River of Port St. *Mary's*. The *Galley.* St. *Catherine's Tower*

When you would therefore come into the Bay of *Cadiz* from the Sea, obſerving the above-mention'd Courſe, until you diſcover the Rock *Porques*, which you are to look out for; keeping that a little on the Starboard Bow, you at the ſame time diſcover to the E. S. E. of it the Steeple of the ſmall Town of *Port Royal*, which is in the bottom of the Bay, which you are to make to bear with the City of *Medina*, that lies on a high Mountain, on the ſame Line, and ſteer in that manner about a Mile beyond the *Porques*, which you may range along at diſcretion, there being 4 or 5 fathom Water cloſe to it. By doing thus, you will avoid a great Ledge of Rocks, that lies againſt St. *Philip's* Point, which I have already mentioned, and within the *Porques*. Directions for ſailing into the *bay of Cadiz*

You may afterwards go and Anchor where you pleaſe, amidſt a great number of Ships that are continually before the Town. But you get the beſt Anchorage by ſteering abreaſt of the Town, 'till you diſcover the Draw-bridge of the Land-Port, which is at the farther end of the

Town, to the S. Eaſtward, where you have 4 or 5 Fathom at low Water; the ground is of ſoft Owze, and you are about a good Mile from the Town. You muſt not come too near it, becauſe of a long Ledge of flat Rocks, that lie under Water, at the S. Eaſtermoſt end of the Town. Middling Veſſels, ſuch as Barks and Tartans, Anchor near the Town in 2 or 3 Fathom Water. The Tides are pretty regular there, flowing almoſt N. E. and S. W. that is to ſay, it is half an Hour paſt two of the Clock at high Water, the days that it is new or full Moon. It flows to the S. E. and ebbs to the N. W.

But at Port St. *Mary*, and at the *Puntall*, it is at leaſt 3 of the Clock at high Water, when it is half an Hour paſt two in the Bay of *Cadiz*: The Tides riſe before the Town from 8 to 10 foot, and at ſpring Tides from 15 to 16 foot. The moſt troubleſome Wind is E.S.E. which they call the *Medina*; as it paſſes over ſeveral Ponds and Rivers, that is the occaſion of its violence, the W. and N. W. Winds blow indeed into the Mouth of the Bay, but they are not ſo bad. The S. W. Wind is a dead Wind all along this Coaſt, and ſometimes riſes into violent Storms.

The Lat. of *Cadiz* is 36 deg. 37 min. and the variation is from 4 to 5 degrees to the N. W.

One may Anchor for a Slatch between the Town of *Cadiz* and *Rotta*, in 9, 10 and 12 Fathom Water, the ground a ſoft mud; ſmall Veſſels may Anchor to the Eaſt of *Rotta* in 3 or 4 Fathom, but they muſt keep off from the Point *Rotta* ſtands on, by reaſon of a great many Rocks that ſtretch a great way out under Water.

Port St. *Mary*.

About 6 or 7 Miles to the N.E. of *Cadiz* is the Town of Port St. *Mary*, not much inferiour in bigneſs to *Cadiz*; it ſtands in a Plain, on the bank of a narrow River that is on the Larboard ſide of it as you go in, which is capable of receiving only ſmall Veſſels; for at certain places you have only a Fathom and a half at low Water, and at high, 3 Fathom. Almoſt in the middle of the River, before the Town there are ſtill ſtanding two Ruins of the Arches of an old Bridge, near to which you may Anchor, mooring head and ſtern, and then you lye along the ſtream that remains at low Water, where you have 8 or 9 Foot water, and at high Water 20 or 22 foot. Within the Arches you have 7 or 8 foot. The Ground is of ſoft Owze, and Veſſels will rarely come to any harm, provided they lye with the Stream. You muſt take care to be well anchor'd towards the E. and S. E. fixing your Anchors on the Shore, which is very low, becauſe thoſe Winds are very violent there upon your Broadſide. You may water in ſeveral places of the Town; to go into the River, you muſt be very well acquainted with the Channel, and take a Pilot along with you, for at high Water, which is the time of going in, all the Dangers are cover'd.

On the Larboard-ſide of the River as you go in, lies St. *Catherine*'s Chappel, with a Tower, and ſome Fortifications near it, and on the Starboard-ſide lies a bank of Sand a little more within, which appears at low Water; the Tower is about half a League from Port St. *Mary*. On occaſion of Eaſterly Winds, when you cannot reach into the Bay of *Cadiz*, you may Anchor to the W. of this Tower, where you will meet with 4 or 5 fathom Water.

Between the Village of *Rotta* and St. *Catherine* there are nothing but little riſing-Downs of Sand, except about half way there lie 2 or 3 Houſes and a Rivuler, where ſometimes in fine Weather the Ships ſend to get Water, but the beſt Water is in the bottom of *Pontall* Bay, towards the white Houſe.

Pontal Road.

About 3 Miles to the S. E. of *Cadiz*, are two ſmall Forts, both ſituated on the Sea-ſide; that which is contiguous to the Iſle of *Cadiz*, is called Fort St. *Laurence*, or Fort *Pontall*, and the other oppoſite to it, at the diſtance of about 500 Fathom, *Matagorda*; this laſt is a perfect Iſland, the Sea paſſing quite round it, and there is only a ſorry Wooden Bridge which the Sea often waſhes over, which keeps its communication with a little low neck of Land about 150 Fathom diſtant from it. At Spring Tides the Sea paſſes behind the other Fort of *Pontal*, which ſtands at the end of a Sandy Point.

About 400 Fathom to the S. E. of the Fort *Matagorda*, lies a large, flat, marſhy Iſland, part of which is cover'd at high Water; at the S. Eaſtermoſt end of it was rais'd a Battery in 1701, by order of the Marſhal *de Coeuvres*, who then Commanded the K. of *France*'s Fleet.

Trocadero.

Between the Fort of *Matagorda* and this Battery there lies a long Channel reſembling a River, which carries you to the ſmall Town of *Port Royal*, which lies at about a Leagues diſtance; this Channel is about 100 Fathom broad, and is call'd *Trocadero*; at high Water you have 3 Fathom; here they generally place the Galeons and other unrigg'd Ships, and Careen them.

When you are in *Cadiz* Bay, and would Anchor in *Pontal* Road, you muſt paſs directly between the two above-mention'd Forts, keeping a little more to the N. E. ſide, than towards the Town, to avoid a long ledge of Rocks, which ſtretch out a great way under Water, between

Cadiz

Cadiz and the Fort of *Pontal*. As alſo a ſmall bank of Sand, on which there is but 2 Fathom Water, in the middle of your Courſe from *Cadiz* Bay, to the Fort of *Pontal*. For which reaſon you muſt range a little towards the Larboard-ſide, but not too much, by reaſon of a great bank of Sand about a Mile in length, from the Fort of *Matagorda* towards the N.N.W. where at low Water you ſee the Sea break. You may then ſhape your Courſe to paſs between the two Forts without any Apprehenſion, for you may Anchor any where within thoſe Forts in 4 or 5 Fathom Water as far as the opening of the Channel of *Trocadero* where over againſt the Battery that is rais'd at the end of this Iſland which is flat, at 2 or 300 Fathom diſtance, you have 6, 7, and 8 Fathom Water, ſoft Owzy Ground. Obſerving however to range towards the ſide the Battery is on, where is deepeſt Water; for to the S. Weſtward or on the Starboard ſide, you have not Water. Within *Pontal* Fort you muſt Moor your ſelf E. S. E. and W. N. W. It is high Water there at New and Full Moon, at 3 of the Clock, which is half an Hour later than in *Cadiz* Bay. The Tides riſe there to 10 or 12 Foot, the E.S.E. Winds are the moſt troubleſome, tho' they come over the Land. The Land to the S. Weſtward is very low and narrow, and almoſt ſeperate at high Water; in the bottom to the Southward are ſeveral Salt Pits. To the S. E. of you, as you lie at Anchor about half a League off, ſtands a great White Houſe, where uſually Ships ſend for Water.

Port Roya

About a large League from *Matagorda* Fort ſtands the ſmall Town of *Port Royal*, ſituate on the Sea-Side, to which you cannot come but in Boats, and to go there you muſt paſs through the Channel of *Trocadero*, or elſe go round about the Iſlands where the Battery ſtands; theſe are marſhy and ſandy Grounds, and at low Tides, very little Water. The Land is likewiſe low between Port St. *Maries* and Port *Royal*, with ſome Marſhes and Salt-Pits; there is likewiſe a ſmall River call'd St. *Pedro*. Between St. *Catherine's* Tower and *Matagorda* Fort, to the Eaſtward lies a Bay, but has not much depth of Water, nor do any Veſſels Anchor there.

About 4 Miles to the Eaſtward of *Pontal* Road there is the opening of a Rivolet, that appears like a River, and runs into the Sea, which makes the Iſle of *Cadiz*.

Souace Bridge.

Souace Bridge is about 2 Miles from the Entrance of the Channel, where Ships ſometimes go to be Careen'd. When you are in *Pontal* Road, and would go into the Channel, you muſt guide your Courſe E. ½ N. E. along the low Lands on your Larboard-ſide keeping at a good diſtance from the Starboard-ſide, where there is very little Water. Steering this Courſe, as far as the low Point at the end of the Iſle of *Cadiz*, you get into the Channel; keeping off from the Point 'till you ſee the Channel open; you always find on this Courſe 4 or 5 Fathom Water, and at the Entrance 3 ½, 'till you come to the Bridge, ſteering through the middle of the Channel, and you Anchor near the Bridge in 3 Fathom, very ſoft owzy Ground.

The *Caraques*.

At the Entrance of the Channel of *Souace* on the Larboard-ſide there is a little narrow River, which they call *Caraques*, where they uſually lay up ſome of the Galeons, and other Ships that come from the *Indies*, to be Careen'd. But to come into all theſe Places, you muſt have an Experienced Pilot to guide you into the Channel, and to find out the Shoals which do often ſhift.

Near *Souace* Bridge on the Iſle of *Cadiz*, ſtands a ſorry Fortification like a Redoubt, to defend the Paſſage, and a little higher up, a ſmall ruined Caſtle and ſome Houſes about it. This Channel may be 100 fathom over in ſome places, and runs winding into the Sea, over againſt St. *Peter's* Tower, which is about a Mile off. You have almoſt every where 4 or 5 Fathom Water, about 50 Years ago the *Spaniſh* Gallies being chaſed by their Enemies, paſſed through the Channel of *Souace*, having firſt ſtruck their Maſts, and cut down their Poops, to get under the Bridge.

St. *Peter's* Tower is, as I have ſaid, at the Mouth of *Souace* Channel, a ſquare Building, ſituate on a ſmall flat Iſland encompaſs'd with Rocks, to the N. W. there is a great Ledge of Rocks, ſome level with the Water, and ſome under it, which ſtretches out a Mile off from the Tower.

When you would enter into the above-mentioned Channel, you muſt leave St. *Peter's* Tower on the left, keeping as near to it as you can; you have 2 Fathom Water on the S. E. ſide, as far as the entrance into the Channel, and then you have 3 or 4 Fathom Water, and you muſt keep at a good diſtance from the Starboard-ſide, there being no Water. On the S. E. Point of the Channel ſtands a ſquare Watch Tower, called *Vermea* Tower.

From St. *Sebaſtian's* Tower to St. *Peter's*, the Courſe is S.S.E. a little Eaſterly about 13 Miles; between the two Towers the Land is low, and almoſt ſeparate, with a great ſandy Beach. Almoſt half way from one Tower to the other, are two long ſquare Watch Towers, which they call *Hercules's* Towers, which are made uſe of to guard the Salt-pits that are thereabouts.

Connil or Cape *de la Roque.*

About 10 Miles to the S. E. of St. *Peter*'s Iſland is Cape *de la Roque*, or *Connil* Point, of a moderate heighth, and on it a ſquare Watch Tower; between this diſtance are alſo two other ſquare Towers, the firſt which ſtands on the Iſland of St. *Peter* is call'd *Vermea*, and the other *Rozea* Tower. A good half League to the Weſtward of Cape *de la Roque* is a ſmall ledge of Rocks which you muſt ſhun, and about 3 or 400 Fathom from the ſame Cape, there is another Rock that is very dangerous, and which you muſt alſo take care to avoid. Five Miles directly S. E. from Cape *de la Roque*, ſtands Cape *Trafalgar*; between theſe Capes you have a large Bay, and almoſt in the middle of it ſtands the the little Town of *Connil*, when you are paſt the above dangers, you may Anchor any where before the Town in ſafety; over which you will ſee a little Windmill on a Hillock, that will ſerve to diſtinguiſh it. To the Eaſtward of the Town there is a ſmall River, and ſome Watch Towers here and there, as far as Cape *Trafalgar*, where ſtands an Old Caſtle, call'd *Caſtillo Nuevo*. Only ſmall Veſſels can Anchor before *Connil*, and they only in the fine ſeaſon of the Year; becauſe there is no ſhelter from the out Winds, and the Sea is very troubleſome, unleſs with the Wind between the N. and E. S. E. they Load here generally with Tonny, and other Salt Fiſh.

Cape *Trafalgar.*

Cape *Trafalgar* is a long low Point, and upon it there is a ſquare Tower, call'd the Tower of *Meca*, with 2 ſmall Guns in it, and appears like an Iſland at a diſtance, becauſe the Land between this Tower, and a great Point lying to the N. E. is extreamly low, ſo that when you range along that Coaſt, it appears to you as an Iſland, eſpecially when you come from the Eaſtward, it reſembles very much the Tower and Iſland of St. *Peters*. You diſcover likewiſe, coming from the Eaſtward, over this Point, the City of *Medina*, on a high Mountain at a great diſtance. You muſt not come near the Point of *Trafalgar*, becauſe of a great many Rocks that lie above and under Water, which ſtretch about half a Mile into the Sea. Over againſt this Point of *Trafalgar*, directly S. E. ¼ E. at about 5 miles diſtance, there is a very dangerous rock under Water, call'd the *Seiterre* of *Trafalgar*, on which you have only 5 foot Water, and the Sea always breaks over it; from that Rock there ſtretches towards the N.N.W. a great Ledge of Rocks under Water, which continue all along the Coaſt, as far as the N. E. Point of *Connil*, on which you have only 5 or 6 fathom Water, and lies a good League off of the Coaſt; which is the reaſon that you can the better bear the Weather in *Connil* Road, becauſe theſe Rocks hinder the Sea from tumbling in with ſo much violence, as it would otherwiſe do.

The Anchorage about *Trafalgar.*

About half a League to the E. by S. of Cape *Trafalgar*, there is a great bluff Point with a Rock above Water near it, and upon the Point ſtands a round Watch-Tower. Between theſe 2 Points there is a little ſandy Creek, in which you may Anchor in 5, 7, and 9 Fathom Water, owzy Sand, at a ſmall Cannon Shots diſtance from the Tower of *Trafalgar*; but you muſt take care not to come within a quarter of a League of that Point. You may, if you will paſs between the Land and the *Seiterre* of *Trafalgar*, and the above-mentioned ledge of Rocks, if you range your Courſe a quarter of a League off of the Point; at that diſtance you have 4, 5, and 6 fathom Water, and are at half Cannon Shot from the Tower. Between that Point and the *Seiterre* of *Trafalgar* there is another Ledge of Rocks under Water, where the Sea breaks extreamly, and the Tides which are there mighty rapid, drive to the S. E. when it is high or riſing Water, and to the N. W. when it ebbs, ſo far as the Cape of *Trafalgar*; the ſetting of the Tides is almoſt E. and W. that is, at 6 of the Clock at New and Full Moon.

In the Year 1701 we paſs'd through this Place with the Gallies of *France* in our way to *Cadiz*, and lay above 3 Hours off of this Point, without advancing half a Gallies length, tho' we uſed all our Sails and Oars, ſo that we were forced at laſt to Anchor in the middle of the Tide. I obſerved a different Tide to run from the Cape of *Trafalgar* as far as beyond the Iſland of *Tariffe*, contrary to that which runs from the Iſland of St. *Peter*'s to the Point of *Trafalgar*, which point is the Cauſe of this irregular motion between theſe two Tides, which meet together about this Point; becauſe from the Iſland of St. *Peter* the Flood or riſing Water comes from the N.W. as far as this Point, and the Ebb goes from the N. W. to its oppoſite. And from *Tariffe* to the Point of *Trafalgar* the Flood runs to the W. and the Ebb E. and when it is high Water at *Tariffe*, it is low Water at Cape *Trafalgar*, which is the cauſe that theſe Tides are directly oppoſite.

Theſe Tides are only ſo, from the Coaſt to two Miles in the Offing; for in the middle of the ſtreight the Sea enters continually, and without any reſiſtance. There runs a ſtrong Current from *Tariffe* Iſland directly to the S.E. towards *Barbary*, which is the reaſon that you keep the *Spaniſh* ſhore aboard, as much as you can.

But

But in the middle of the Gutt the Currents are more regular, and always run into the *Streights*. From *Apes Hill* on the *Barbary* Coaſt, there runs another Tide, about half a League from the Land, as far as Cape *Spartell*; ſo that if you make a juſt Obſervation of the Tides, you may get out of the Streights Mouth with the Winds almoſt contrary, by the Help of theſe different Settings of the Currents.

About 11 Miles to the S. E. of Cape *Trafalgar*, ſtands Cape *de la Plata*, which is a long, high Point ſtretching into the Sea, with a Watch-Tower a-top; between theſe two Points the Land lies in a great Bight, with a ſandy Beach, and almoſt mid-way, there is a ſmall River, called the River *Barbata*; about a ¼ of a League to the Weſtward of that River, ſtands a ſmall Caſtle of the ſame Name, with a few Houſes about it, before which you may anchor with the Wind at N.W. and N. And to the E.ward of the River, almoſt in the middle of the ſandy Beach, you ſee 2 ſquare Towers on an Eminence, ſurrounded with Sand, and between thoſe 2 Towers and Cape *de la Plata*, there is a Point called Point *Marinal*, upon which ſtands likewiſe a Watch-Tower; between theſe 2 Towers there is a little ſandy Bight, where you may likewiſe anchor with the Winds at E.N.E. in 8 or 10 Fathom Water; the Gallies may ride with one faſt aſhore, and the other in the Offing. You muſt not come too cloſe to the Point of Cape *de la Plata*, nor of *Marinal*, becauſe of ſome Rocks that lie near them. Cape *de la Plata.*

About 10 Miles S. E. by E. of Cape *del Plata*, lies the Iſland of *Tariffe*, which ſtretches a great Way into the Sea, upon which there is a round Tower; about the Middle of that Diſtance you ſee a great Point with ſome white Spots, call'd Cape *Aroye de la Poirco*; to the Weſtward of this Cape, there is a little ſandy Bay call'd *Boulognia*, in which you may anchor with the Wind, at NW. N. and N. E. in 8 or 9 Fathom Water, fine Sand. *Tariffe.*

About 6 Miles directly S.ward from Cape *Roye del Poirco*, and 3 Miles to the W.ward of the Iſland of *Tariffe*, there is a ſmall ledge of Rocks under water very dangerous (which lies N. and S.) extending out about a Mile. The Natives call them *Les Labas de La Roye*; at the South end you have only 5 Foot at Low-water, and the Tides from the E.ward ſet you upon them when you are near, which you muſt take care to avoid. You may paſs between the Land and thoſe Rocks, that is, between them, and the Iſland of *Tariffe*, ranging along the Coaſt of *Spain* and *Tariffe* at Diſcretion, for you have from 15 to 20 fath. water, from 3 to 400 fath. diſtance from the Iſland, and when you come from the W.ward, you muſt range the Coaſt as before, keeping your Head towards the Town of *Tariffe*, and continuing that Courſe till you are got thoroughly to the E.ward of Cape *de la Roye del Poirco*, and then you are to the Eaſtward of the Dangers; afterwards you may range at Diſcretion the point of the Iſland of *Tarriffe*; but above all things you muſt obſerve the different Currents along this Coaſt, as abovementioned. For which Reaſon it is not very proper to paſs between theſe Dangers and the Land in a great Ship, unleſs you have the Wind or the Tide favourable for you; this is more proper for Gallies than for Ships, who had better go in the middle Channel, keeping a little towards *Barbary*, or in the Courant that runs continually into the *Mediterranean*, and when you have paſt this Danger, you may hawl a little towards the Coaſts of *Tariffe*, eſpecially when you ſail into the *Mediterranean*. Marks of the Shoals and Dangers of *Tariffe.*

To the Weſtward of *Tariffe* there is a low ſandy Bight, which runs as far as Cape *de la Roye*, in which you may anchor when you come from the Weſtward, and cannot get into the Streights; the beſt place is in the bottom of the Bight, about North from the Iſland of *Tariffe*, within a ſmall Cannon-ſhot of the Shore, where you have 7 or 8 Fathom Water, good Anchorage, but you muſt not anchor too near the Iſland, for the Ground is not good, becauſe of ſeveral Rocks which ſpoil the Cables; you are there ſhelter'd by the Iſland from all Winds between the S.S.E. and the N. You muſt take care not to be ſurprized there by Weſterly and South-weſterly Winds, for then the Sea runs very high, and it would be difficult to double the Iſland of *Tariffe*; the Natives ſay, that the Sea gives you ſome Warning before the Wind riſes and freſhens. The Tides flow there N. and S. at 12 a-Clock, the Flood to the Weſt, and the Ebb to the Eaſt. You may water on the Weſtern-ſide without the Town of *Tariffe*, but you cannot paſs between the Iſland and the Main Land, but in Boats. The Anchorage of *Tariffe.*

Tariffe is a very ſmall Town, ſituated on the Sea-ſide, encompaſſed with Walls, and has an old Caſtle, on the Sea-ſide ill fortified, about a Cannon-ſhot to the N. E. of the Iſland: Between the Iſland and the Town there ſtands a Chappel on a little Mountain of white Sand, which at a Diſtance appears to be an Iſland. You may alſo anchor before the Town with the Winds at *Tariffe.*

W. N. W. and North; that is, between the Iſland and the Town, in 7 or 8 Fathom Water, the Ground a fine Sand, but theſe Anchorages are only when you are obliged to put in, and cannot get out of the Streights.

Cape Carnero. About 11 Miles almoſt E.N.E. from the Point of *Tariffe*, lies Cape *Carnero*, where the Coaſt is very high, you may range along it at Diſcretion; within this Diſtance there are 3 Watch-Towers at almoſt an equal diſtance one from the other, but there is no Anchorage, becauſe of the great Depth of Water all there abouts. Cape *Carnero*, is the Cape which makes the Entrance into the Bay of *Gibralter*; that is, it is the weſtern Point; it is very high, and very near it, to the W.ward, there is a Watch-Tower on another Point, which advances a little more into the Sea; between both there lies a ſmall, flat Iſland with ſome Rocks about it, above and under Water. About a Mile towards the S E. of the Point of Cape *Carnero*, there is a Rock under Water, call'd the *Pearl*, upon which you have only 9 or 10 Foot Water, for which Reaſon you muſt avoid it; however, you may paſs between it and the Land, ranging at Diſcretion along the Iſland and the Rocks of Cape *Carnero*.

Gibralter Bay. The Bay of *Gibralter* is very large, it is about 7 Miles over, and almoſt 8 deep. The weſtern Point is Cape *Carnero*, and the Eaſtern the Hill of *Gibralter*.

Old Gibralter. About 4 or 5 Miles towards the N. by E. from the Point of Cape *Carnero*, there is a ſmall Iſland, and between that Diſtance 2 Watch-Towers on the Sea-ſide; a little within this Iſland you ſee the Village of *Old Gibralter*, ſituated on the Sea-ſide, before which all ſorts of Veſſels may anchor. But you muſt not come too near this Coaſt to the Weſtward, becauſe of the Foulneſs of the Ground; there are Rocks under Water which ſpoil the Cables; and if you keep farther out, you meet with a great Depth of Water.

New Gibralter. *New Gibralter* is a ſmall military Town pretty well fortified, ſituated to the W. ward of the Hill of that Name on the Sea-ſide. *Gibralter* Hill, is a high Mountain ſteep on all Sides, and appears like an Iſland. On the Southermoſt Point of this Mountain, which comes ſlooping down, tho' pretty ſteep, there are ſome Fortifications after the ancient manner, which run as far as the Walls of the Town, to defend all the Places and Avenues where one may land or approach to them, which is very difficult.

The New Mole. At the Southermoſt end of the Town adjoining to the Fortifications, there is a ſort of a Mole which ſtretches out towards the N. W. about fourſcore Fathom, which is called the *New Mole* (with regard to another which is very ancient) wherein may lie 7 or 8 Gallies cloſe aboard, you have 5 or 6 Fathom Water before the Mole; which you may range at Diſcretion.

The Old Mole. About a Mile to the Northward, at the end of the Town of *Gibralter*, there is another ſort of Mole almoſt like the firſt, excepting that only ſmall Barks or Tartans can get in there; there being only 7 or 8 Foot at High-water. It is not amiſs to warn you, that you muſt not come near the Shore, between the *New Mole* and the *Old*, becauſe there are ſeveral flat Rocks where it is very ſhole at low Water, and ſtretch out a great way into the Sea. At the end of the *Old Mole* before the Town, there is a ſmall Battery of 5 or 6 Guns, and about it ſome Rocks, which are diſcovered at Low-water.

The Anchorage. When you come from the Weſtward, and would anchor before *New Gibralter*; when you are got clear of Cape *Carnero*, you may anchor where you pleaſe in the Bottom of the Bay, in 10, 12, 15, and 20 Fathom Water, but the beſt and moſt uſual Anchorage, eſpecially for Galleys, is N. W. of the Head of the *Old Mole*, about 4 or 500 Fathom off, where you will be in 3 Fathom at Low-water, and 4 or 4 ½ at High-water, according to the Tides, for it is to be underſtood that all over the Ocean there is a Flux and a Reflux, the Sea riſes to the Flood, and falls to the Ebb, and changes in the Time of the *Equinox*, the Tides that are neareſt to the time of *Equinox* riſe higher than at other Times. The Tides flow here almoſt N. by E. and uſually riſes and falls 5 or 6 Foot. When you come from the Eaſtward, and would anchor before *Gibralter*, you may range about the Point at Diſcretion, there being no manner of Danger; however, it is better to keep a little off, becauſe of the Currents which may ſet you upon the Point, afterwards you may anchor as before. You muſt obſerve, that it is High-water much ſooner in the Streights Mouth, than in the Road of *Gibralter*; beſides there are ſeveral Currents in the Bay which are not very regular, no more than the ordinary Tides, and one finds by Experience, that the Tides loſe of their Regularity within the Streights Mouth, however they continue ſo far as *Malaga*, and there they are almoſt imperceptible.

When

When you would Anchor before the old Mole of *Gibralter*, you muſt have 2 Anchors down, one to the E.S.E. and the other almoſt to the W.N.W. You ſend for your water from ſome Gardens that lye near the Town on a low Ground, near to 3 Windmills that are on the Sea Shoar.

The S.W. Wind blows directly into the Bay, and the N.W. Wind is very troubleſome, as is likewiſe the Wind at E.N.E notwithſtanding that it comes over the Land.

In the bottom of the Bay of *Gibralter* towards the N.W. there are 2 ſmall Rivers which run between 2 Mountains, and are the Cauſe that the N W. Wind is ſometimes very violent; and the E.N.E. Wind comes over a Low ſandy Neck of Land that is between the Mountains on the North ſide, and the Hill of *Gibralter*.

When you come from the Eaſtward, and would get out of the Streights Mouth, you diſcover the Hill of *Gibralter* about 40 Miles off, or more, according to the Weather, which appears like an Iſland, and a little higher at the N. than at the S. End, becauſe at the N. End you have only a Flat Shoar, with Low Downs of Sand, which they call *Malbaye*. Remarks.

And as there are ſeveral high Mountains, about 3 or 4 Miles to the Northward of the Hill of *Gibralter*, the low Land that lies between both, makes ſeveral Ships in the Night, or in thick Weather to miſtake this place, for the Entrance of the *Streights's* Mouth; taking the Mountain of *Gibralter*, for *Apes-Hill* in *Barbary*, and thoſe Mountains for the Hill of *Gibralter*, and ſo are often caſt away near *Malbaye*.

You diſcover *Apes-Hill*, almoſt at the ſame time as the other, which is a high Mountain on the Coaſt of *Barbary*, in the Shape of a *Sugar-Loaf*, and appears likewiſe at a Diſtance like an Iſland, becauſe it is higher than the neighbouring Mountains, and as the Land is very low to the Southward of this Mountain, Ships too are very often miſtaken there, taking *Apes* Hill for the Mountain of *Gibralter*, and ſo are caſt away in the Bay of *Tetuan*, falling into the Miſtake, by taking it for the Entrance into the *Streights* Mouth; for which reaſon it is much better to keep the *Spaniſh* Coaſt aboard, as much as you can, with regard to the Wind.

From the point of *Gibralter* Hill to *Eſtepona*, the Coaſt runs N.N.E. 22 Miles: There is a large Bay, with a low ſandy Shoar between *Gibralter* and *Eſtepona*, in the middle of which ſtands a ſmall Village called *Malbaye*, where the Low Land lies, that I have been talking of to the Northward of the Hill of *Gibralter*; you may Anchor in this Bay, in 8, 10, and 12 Fatnom water, ſandy Ground, if the Wind be at S.W. W. or N.W. but you muſt not let your ſelf be ſurprized, by an Eaſterly or South Eaſterly Wind. *Eſtepona*, is a ſmall Town on the Sea ſide, before which you may Anchor in 12, and 15 Fathom water, with the Land Winds, as I have ſaid of *Malbaye*, but there is no Shelter any where along this Coaſt againſt Sea Winds. All this Coaſt from *Gibralter*, and beyond *Eſtepona* is very low near the Sea, but more within the Country it is all high Mountains, Three Miles to the S.E. by S. from *Eſtepona*, there is a Shoal which you muſt take Care to avoid. *Eſtepona.*

About 15 Miles to the E.N.E. of *Eſtepona*, lies the ſmall Town of *Maribella*, before which you may Anchor in 8, 10, and 12 Fathom water, ſandy Ground; but to place your ſelf in a good Berth, you muſt bring the Point of the Town to bear between two Large Houſes, and a ſquare Tower that is to the Eaſtward of the Town. All this Coaſt is very high up in the Country, but lower towards the Sea-ſide. *Maribella.*

From *Maribella* to *Fangerola*, it is about 20 Miles; the Coaſt runs almoſt E.N.E. with here and there ſome Watch-Towers, which ſerve to make Signals and warn one another when any Ships are in Sight; all the Land from the *Streight's* Mouth, as far as *Maliga*, is very high up in the Country, but near the Sea, ſandy and Low, where you may Anchor with the Winds off Shoar. *Fangerola.*

Fangerola is a great Caſtle, built after the antient Manner, almoſt round, with 6 or 7 Pieces of Cannon in it, and encompaſs'd with 5, or 6 ſmall Towers; it is ſituated on a ſmall riſing Ground which appears white; there are a few Fiſhermen's Cottages under the Caſtle, againſt which you may Anchor with the Winds at W.N.W. and N. in 9, 10, or 12 Fathom water, according to your Diſtance from the Shoar.

About 7 Miles from the E. by N. from the Point of *Fangerola* lies Cape *Elmena*, which ſtretches a little into the Sea, with a round Tower upon it, between that and this Cape, there is a ſmall Bay with a Low ſandy Shoar, and a few Houſes on the Sea ſide. Cape *Elmena.*

About a Muſquet Shot from the Point of *Elmena*, lies a Rock under Water, and ſome above water near the Point.

Cape *Molinero.* About a Mile to the Eaſtward of this Point, lies Cape *Molinero*, which makes the Entrance into the Bay of *Malaga*; this Point is but of a moderate heighth near the Sea; it has 2 Watch-Towers, near to one another, with ſome Houſes adjoyning; over this Point there is a high Mountain which appears at a Diſtance, as you come from the Eaſtward, like the Awning of a Galley, ſloping towards the North End, you may anchor to the Eaſtward of Cape *Molinero*, with the winds at W. and S.W.

Malaga. About 9 Miles to the N.E.by E. from Cape *Molinero* ſtands the Town of *Malaga*; between both there is a large Bay, and a Plain towards the Sea ſide ſandy; almoſt in the middle, there is a ſmall River, and ſome Pleaſure Houſes and Watch-Towers. The Town of *Malaga* is very large, Situated at the Foot of a Mountain on the Sea ſide; there is a ſort of Mole to the Eaſtward of the Town, where only ſmall Veſſels can Anchor, there being only 8 or 10 Foot water. The uſual place of Anchorage is directly before the Town, about ½ a League off in 8 or 9 Fathom water, muddy Ground, but you have no Shelter from the Sea Winds. You know *Malaga* from the Offing, by an Old Caſtle, which ſtands upon the Mountain that lies above the Town, it is diſtinguiſhed at a a Diſtance, by the whiteneſs of its Walls, two of which run down, and form a Communication with the Town: You likewiſe diſcover a great way off, the great Church that ſtands in the middle of the Town, near the Sea ſide, which helps you to know it, as likewiſe ſome Trees which are before the Town, where you Land when you come on Shoar.

Velez Malaga. About 14 Miles to the Eaſtward of the Point of *Malaga*, is the weſtern Point of *Velez Malaga*, between which the Coaſt appears even, with 5 or 6 Watch-Towers, ſtanding on Points along the Sea ſide. On the weſtern Point of *Velez Malaga* there is a Square Tower with a Houſe near it, and behind it a ſmall Grove, by which you know it. From the Weſtern Point of *Velez Malaga*, to the Eaſtern, the Coaſt runs almoſt Eaſt and W. about 8 or 9 Miles, between which Points there is a tolerable large Bay, in the Bottom of which you ſee the Town of *Velez Malaga*, ſituated in a Plain at about 2 Miles Diſtance from the Sea ſide; in the middle of it are 2 great Steeples, and on the right, a ſort of Caſtle, on a Little riſing Ground, in the middle of a very fine Plain, with ſeveral Gardens in it. Almoſt in the middle of this Bay, over againſt the Town of *Velez Malaga*, there is a ſmall Fort of 4 or 5 Pieces of Cannon, ſtanding near the Sea ſide, at the Foot of 2 Little Mountains and ſome Fiſhermen's Cottages, againſt which you may Anchor in 8, 10, 12, and 15 Fathom water. The Eaſtern Point of *Velez Malaga* is pretty Low and Even, and near it there is a watch-Tower.

Porto de *Tores.* From this Point, as far as the weſtern Point of *Porto de Tores*, the Coaſt runs E. by S. about 8 Miles, the Coaſt is Low and pretty Even, and 3 Watch-Towers upon it; On the Weſtern Point of *Porto de Tores*, there is a ſort of a ſmall ſquare Caſtle, ſurrounded with 4 Towers, and one in the middle, which is likewiſe ſquare, and above it to the North Eaſtward, about a Mile up in the Country, Stands a Village called *Marcas*. You may Anchor to the Eaſtward of the Weſtern Point of *Porto de Tores*, againſt that Village in 10 or 12 Fathom water, but the Anchorage is only proper for off Shoar Winds.

Almuneca. From the Weſtern Point of *Porto de Tores*, to that of *Almuneca*, the Coaſt lies almoſt E. by S. about 7 or 8 Miles, between which Points are 5 Watch-Towers, beſides that which is on *Almuneca* Point, which is round and almoſt ½ way to the Town, between theſe Towers there is a ſmall Village at a little Diſtance from the Sea. To the Eaſtward of *Almuneca* Point there is a ſmall Iſland with a little Fort; to the Northward of the Iſland, there is a little ſandy Creek, in which Stands the ſmall Town of *Almuneca*, and over it a round Watch-Tower.

You may Anchor near this Little Iſland, to the Eaſtward, in 12 Fathom water, the Ground an Owzy Sand.

Salobrina. About 6 or 7 Miles to the E. by S. lies the Point of *Salobrina*; between this Point and the Town of that Name, there is a ſmall Bight, and almoſt in the middle a Watch-Tower; *Salobrina* is a Little Town ſituated on a Point at a little Diſtance from the Sea ſide; over againſt it, and nearer to the Sea, there is a Wood of Tall Trees, with a little River cloſe to it; to the Eaſtward of the River on a riſing Ground, Stands a Large Monaſtery with great Trees around it. Almoſt at the End of the Point of *Salobrina* there is a Little Iſland, upon which you ſee ſome old ruinated Buildings. You generally Anchor to the Weſtward of this Iſland, between it and the Weſtern Point of *Salobrina*, in 12 or 15 Fathom water; you may likewiſe anchor to the N.E. of that Iſland, but the Ground there is not quite ſo good.

About 12 Miles E.S.E. 5 d.S. from the Point of *Salobrina*, Stands Cape *Sacraſtil*, between both there is a pretty large Bay, with a great Plain all covered with Gardens and Sugar Canes, the Coaſt all along ſandy; *Motril* is diſtant from the Sea about a ſmall League; between the Town and the Sea, there is a ſort of a Caſtle ſituated on a riſing Ground, with ſome Houſes about it. *Motril.*

The Town is pretty large, Standing in a very fine Plain, that runs a great way; you ſee there ſeveral Convents and Churches, and to the weſtward of the Town, ſeveral Groves.

On the Sea ſide there are 2 or 3 Fiſhermen's Cottages, with ſome large Trees behind them.

You anchor either to the Northward or Southward of thoſe Cottages, about a Mile off, in 15, 18, and 20 Fathom water, Owzy Sand, but you are expoſed here to the Sea Winds.

Cape *Sacraſtil* is a pretty large Point, upon which Stands a round Watch-Tower, and about a ¼ of a League to the N.W. of this Cape, there is another Lower Point which makes the Beginning of the Road of *Motril*, on which is likewiſe a Watch-Tower; between the Points and the Shoar it is ſandy, with another little Steep Point Stretching ſomething into the Sea. Cape *Sacraſtil.*

About 3 Miles E. by N. from Cape *Sacraſtil*, lies Cape *de Ferro*; between theſe 2 Capes, the Land lies high and in a Bight, excepting the middle where it is Low, and Stretches out into the Sea, with a ſandy Beach, and a round Watch-Tower upon it. From this Tower to Caſtle *de Ferro* it is a good Mile; the Coaſt is high with 2 bluff Points, on which are 2 Watch-Towers; the weſternmoſt round, the other ſquare, with a Little Houſe near it. *Caſtel de Ferro* is a large ſquare Tower, fortified with 3 or 4 Cannon, with another Little Tower by it, that is likewiſe fortified; it Stands near the Sea ſide on a riſing Ground, which appears white, and is ſeen a great way off. Near to Caſtle *de Ferro*, to the Eaſtward, there is a round Tower, hard by another riſing Ground; and on both Sides of Caſtle *de Ferro*, there are 2 ſmall ſandy Beaches, againſt which you may anchor, but the beſt Place is oppoſite to the Caſtle; there is ſtill another little ſandy Beach, where the Fiſhermen haul up their Boats; you anchor in 20, and 23 Fathom water near the Shoar, the Ground a Coarſe Sand and Gravel, but this Anchorage is not of the beſt, having no Shelter againſt the out-Winds, which make the Sea very boiſterous, it is only proper for Land Winds, and even then you are in too deep water, ſo that if the Sea Winds ſupriz'e you there, you would be a-ſhoar, before you got your Anchor up. A little above Caſtle *de Ferro*, there is a ſmall Village Situated on a riſing towards the N.W. with ſeveral Trees about it; behind the Caſtle is a large Valley, and a Tower on a Steep Point about 3 Miles to the Eaſtward. Caſtle *de Ferro.*

Eleven Miles to the Eaſtward of Caſtle *de Ferro* lies a ſmall Village call'd *Bonne*, which indeed is no better than a large Square Tower, with ſome Out-works or Fortifications about it, with a few Houſes and a round Tower which ſtands on a Point about a Mile to the Weſtward. *Bonne.*

All this Coaſt is very high and almoſt Steep, and farther in the Country you ſee very large Mountains, which are thoſe of *Granada*, which begin about *Velez Malaga*, and end about *Bonne*; they are almoſt always covered with Snow and Foggs.

About 6 Miles E. by S. from *Bonne*, is the Caſtle of *Berge*, and in the Way between Stand 2 Watch-Towers on Points, the Coaſt is very high ſo far as *Berge*, where it changes into a Plain. *Berge.*

The Caſtle of *Berge*, is a great white Square Building, Standing on the Sea-ſide, on a Low Sandy Shoar. You may Anchor before the Caſtle ¼ of a League to the S. Weſt of it, in 9 or 10 Fathom water Owzy Sand. Two Miles to the S.S.E. of the Caſtle, Stands a low long Sandy Point, upon which is a round Watch-Tower, this Point is call'd Point *Berge*, it Shelters Veſſels from Eaſterly Winds, but the Anchoring here is good only when you come from the Weſtward, and you muſt not let your ſelf be ſurpriz'd by S. Weſterly Winds, which are extreamly Dangerous.

Three Miles to the E. by N. from Point *Berge*, Stands Point *Adera*, being Low, upon which Stands a Watch-Tower, and makes the Beginning of the Bay of *Almeria*; from Point *Adera* to Point *Roquetta* the Coaſt lies E.N.E. about 9 Miles, the Coaſt is Low and Sandy. *Adera.*

Point *Roquetta* is a pretty high Point, at the End of it Stands a round Watch-Tower, and about a Mile from it to the Northward there is a ſmall Caſtle near the Sea, with ſome Houſes about it, before which you may Anchor in 12 and 15 Fathom water, but the Ground is not very good, this Anchorage being only proper for N.N.W. and weſterly Winds. *La Roquetta.*

Eight Miles to the E.N.E. of Point *La Roquetta* lies *Almeria* Point, and upon it a Little Fort with a large Houſe adjoyning: 3 Miles to the N.N.E. of this Point lies the Town of *Almeria*, Standing on a Low Ground in the Bottom of a Large Bay, which carries the ſame Name; there is a Little River runs cloſe to the Town, to the Eaſtward of it; you may Anchor before the *Almeria.*

Caſtle and Town of *Almeria*, bringing the Caſtle to bear almoſt N. of you, where you will find 14, 15, and 18 Fathom water, Sandy Ground; this Anchorage is good for Weſterly, North Weſterly and Northly Winds, but with North Eaſterly, Eaſterly and Eaſt South Eaſterly Winds you muſt anchor under Cape *de Gatte*.

Cape *de Gatte*. The weſtern Point of Cape *de Gatte*, which is likewiſe the Eaſtern of *Almeria* Bay, is about 21 Miles South Eaſt from the Caſtle of *Almeria*, between this Cape and the Caſtle, the Land lies in a great Bay, with a Large Plain, and the Shoar Sandy ſo far as the Cape, where you may anchor, as I have ſaid with Eaſterly and Northerly Winds. Cape *de Gatte*, upon which you ſee an Old Ruinated Tower, is very high and Steep; about 2 Miles N.W. of this Cape, there is another Round Tower, ſituated on a Little Riſing Ground near to a Point, and between both the Shoar is Sandy; at the Point of Cape *de Gatte*, towards the water, there are ſome white Spots like Chalk, by which you know it.

Shoals about Cape *de Gatte*. To the S.W. by S. from theſe white Spots, at about a Little Miles Diſtance, there lies a Ledge of Rocks with very Little water over them, but you may paſs between the Land and the Danger, ranging along the Point at Diſcretion, at 2 or 3 Cables Diſtance, or elſe keep out about 4 Miles in the Offing, becauſe ſome ſay, there lies another Danger about a league out to the S.W. by S. there is likewiſe near the Point of Cape *de Gatte* a Rock almoſt level with the water, which you muſt not come near. About 10 or 12 Miles to the Eaſtward of Cape *de Gatte*, lies another great Point, which is the Eaſtern Point of Cape *de Gatte*, where there ſeems to be a ſmall Iſland near it, which you diſtinguiſh by the blackneſs of its Soyle.

About 4 Miles to the Eaſtward of the weſtern Point of Cape *de Gatte*, there is a Little ſort of Creek in the Form of a Creſcent, in which you may anchor, eſpecially with 2, 3, or 4 Galleys, with the Winds at S.W. W. and as far as E. but with Southerly and South Eaſterly Winds, the Sea runs very high; near the weſtern Point of this Creek there are ſome Rocks Level with the water, at the Entrance into another Creek. You may likewiſe anchor towards the N.E. of the Eaſtern Point of Cape *de Gatte* in a Sandy Creek, where you are Shelter'd from the S.W. W. and N.W. Winds.

About 25 Miles N.N.E. from the Eaſtern Point of Cape *de Gatte*, Stands a Little Village *St. Pedro.* call'd St. *Pedro*, in a Sandy Creek, before which you may anchor with weſterly Winds; to the Eaſtward of the Village runs a ſmall River, at the Mouth of which you may likewiſe Anchor.

Carbonniere About 17 or 18 Miles N.E. by N. from St. *Pedro*, lies the Village of *Carbonniere*, ſituated near the Sea; there is a Little Fort to the Eaſtward, where the ſmall River *Vera* runs into the Sea, you anchor to the N. E. of the Fort, at the Mouth of the River.

Between the River of St. *Pedro* and *Carbonniere*, there Stands a Village on the Sea-ſide, call'd *Muxaſa.* *Muxaſa*, in the Bottom of a ſmall ſandy Creek, before which you may anchor in 15 and 16 Fathom water, above the Village, a little way up in the Country, there is a high Mountain flat on the Top, with ſome white Spots, which is call'd *Roland's* Table, which helps you to know it.

From the Eaſtern Point of Cape *de Gatte* to *Carthagena*, the Coaſt lies N.E. by E. about 105 Cape *de la Sabia* Miles, the Land between lies in a great Bight, and very high, but about 8 or 9 Miles to the W.S.W. of *Carthagena*, there is a great Point call'd *de la Sabia*, with a ſmall Village Standing on it, and to the Eaſtward a narrow River.

Almoſt half way between *de la Sabia* and *Carthagena*, there is a large Bay, with a ſmall Iſland to the Eaſtward, call'd the Iſland *de las Colombas*, and in the Bottom there is a ſmall Town and Caſtle on the Eaſtern Point; there is likevviſe on the Iſland a Watch-Tower.

Almazaron You may Anchor to the Weſtward of this Iſland in the Bay of *Almazaron*, in 15, 18, and 20 Fathom water, but the Ground is not very Good, becauſe of Rocks. About 4 Miles to the E. ¼ N.E. from the Iſland *de las Colombas*, is the Entrance into the Port of *Carthagena*.

Carthagena It is an eaſy Matter to diſtinguiſh the Port of *Carthagena*, by reaſon of a ſmall, round Iſland that lies almoſt againſt it, about a League to the S. S E. call'd *Combrera*; the Port of *Carthagena* lies in a Bottom; when you are a-breaſt of it, you diſcover its Entrance to be narrow, and lying between 2 Mountains; you perceive at the ſame time the Caſtle of *Carthagena* in the Bottom of the Port, and the Town at the Foot of it, on a moderate riſing Point; on the Larboard-ſide as you go in, there is a ſmall Battery of 6 Pieces of Cannon, and at the end of the Point on the Starboard-ſide, there are two pretty large Batteries. The Port of *Carthagena* is pretty large, and of an oval Figure, in the bottom of which ſtands an old Caſtle on a riſing Ground, and beneath it

it the Town, which, though it be pretty large, appears but little towards the Sea, ſtanding in a Plain beyond the Caſtle; before the Town there is a ſmall Mole where you debarque.

Within the Larboard Point as you go in, directly to the N. by E. about 150 Fathom, or a Cable and a half off, there is a ſmall Ledge of Rocks, almoſt level with the Water, about 10 or 12 Fathom in Length, where with never ſo little ill Weather, the Sea breaks; about this Ledge you have 5, 8, and 10 Fathom Water, ſo far as the Point where the above-mentioned Battery ſtands, ſo that you may paſs the *Danger* and the Fort, ranging at Diſcretion along the Point of the Fort. but the beſt way is to leave the *Danger* on the Larboard-ſide. *Danger.*

The Marks to know when you are upon this *Danger*, coming from the Sea-ward, is a ſmall Flag-Staff, which you ſee between 2 Steeples of the Town, bearing in one with a Parcel of Wind-Mills, lying further up in the Country. So that to avoid this *Danger* you have only to keep the great Steeple to the left, or to the W.ward of that parcel of Windmills, keeping it a little open, and ſteering with the Caſtle till you are paſt the Ledge, after which you may anchor where you pleaſe; the beſt Anchorage is over againſt the Town, in the Weſtern Part of the Harbour, near to a great Bank, where you may carry the end of your Cable aſhore; you anchor here in 4, 5, and 6 Fathom Water, owzy Ground, you muſt not come within 3 Cables Length of the Town, there being not ſufficient Water, no more than in a Bottom to the Weſtward of the Town, which is quite filled up.

About 50 Fathom wide of the outermoſt part of the Point, on the right as you go in, there are ſome Rocks under Water, with only 9 or 10 Foot over them, and within this Point there is a little Creek, which helps you to know it. So that when you would ſail into the Port of *Carthagena*, you muſt ſail in the Middle, ſteering with the Caſtle till you are paſt the *Danger* I have before mentioned. You may likewiſe anchor any where to the Eaſtward in the Harbour, where you will have 4, 5, and 6 Fathom Water, owzy Ground. You fetch your Water from ſome Fountains that ſtand at the Entrance into the Town, but it is of an ugly brackiſh Taſte. The Wind that this Place is expoſed to moſt, is the S.S.W. which yet cauſes no great Sea, becauſe of the Ledge of Rocks that breaks it off, and ſhelters you.

About 3 Miles S. by E. from the Port of *Carthagena*, there is a ſmall Oval Iſland call'd *Combrera*, it is diſtant from the Coaſt about 4 or 500 Fathom, and almoſt over againſt the Port; in Galleys you may paſs between it and the Land, keeping in the middle Channel, or elſe a little nearer to the Iſland than the Point, becauſe of Shoals that lie to the N. W. of the Point; there are likewiſe ſome Rocks to the Weſtward of the Iſland, and very near it, almoſt level with the Water. Between *Carthagena* and this Iſland there is a large deep Creek, call'd *Combrera*, in which you may anchor either with Veſſels or Galleys, being ſhelter'd from ſeveral Winds; you may anchor all over the Creek, but more eſpecially to the Southward over againſt a ſmall Chappel near to the Sea-ſide, you may even (if you will) go beyond the Chappel, and anchor in 8 or 9 fathom Water, owzy Ground; the Wind that it lies open to is W. S. W. *Combrera* Iſland.

Eight or nine Miles E. N. E. from the Iſland of *Combrera*, is Port *Genovez*, which is a ſmall Creek, with a ſandy Beach at the Foot of ſome Mountains, in which 3 or 4 Galleys may anchor behind a riſing Point on the right hand as you go in, with a round Watch-Tower a Top of it; to go and anchor there you muſt keep a little to Starboard, by reaſon of a Shoal that lies almoſt in the middle of the Paſſage, and ſome other Rocks near the Weſtern Point; the Wind that it is expoſed to, is the South, which is very violent and dangerous. Port *Genovez.*

Between the Iſland of *Combrera* and this Port, there is a great Point ſtretching a little into the Sea, call'd Cape *Suga*, and about 2 Miles to the S.E. by E. from Port *Genovez*, there is another large Point, call'd Cape *Negro*, over which is a high Mountain in form of a Sugar-Loaf; all this Coaſt is very high and ſteep, from this Iſland ſo far as Cape *Palos*. Cape *Suga.* Cape *Negro.*

The Point of Cape *Palos* is of a moderate Height, but near it, to the Weſtward, there is a great Montain like a Sugar-Loaf, and almoſt at the end of the Point of Cape *Palos* there ſtands a ſquare Watch-Tower, with a ſmall Houſe near it. About this Point there are ſome Rocks above Water, and level with it. Cape *Palos*

About 3 Miles to the W. S. W. from Cape *Palos*, there is a great Point advancing a little into the Sea, call'd Cape *Blanc*, near to which are ſome white Spots of Sand; between both the Land lies in a ſmall Bight, with a ſandy Shore, and ſome Rocks near it. Cape *Blanc.*

About

About 2 Miles N.E. by E. from the Point of Cape *Palos*, there is a ſmall Iſland of a moderate Heighth, which they call the *Fornigues* of Cape *Palos*; to the Weſtward of the *Fornigues* there is a great Rock with one more a little between it, and ſome others about the Iſland. To the Eaſtward of this Iſland there are ſeveral Rocks, under and level with the Water, ſo that when you paſs without this Iſland, you muſt keep at leaſt a Mile off, that you may be in no Danger. When you would paſs between Cape *Palos* and the Iſland *Fornigues*, you muſt paſs in the middle of the Channel, ranging a very little nearer to the Point of the Cape than to the Iſland, becauſe of a very dangerous Shoal that is near the outermoſt Rock of the Iſland, upon which there is only 7 foot Water, but in rangeing along the Point of Cape *Palos*, you may paſs freely in all ſorts of Veſſels. To the Northward of Cape *Palos* there is a large Creek, in which you may anchor, to be ſhelter'd againſt any Winds from S. E. to N. W. here you anchor when you cannot double Cape *Palos*.

Groſſe-Iſland. About 9 or 10 Miles to the Northward of Cape *Palos*, lies a ſmall Iſland, call'd *Groſſe*-Iſland, which appears almoſt round; the Southermoſt Point of the Iſland is very high, and like a Sugar-loaf, and is about 500 fathom in Length, it is about 4 Miles diſtant from the Land. About 400 fathom Eaſtward from the Iſland there lies a Rock above Water, with ſome others about it, under; and directly Eaſt from theſe Rocks, about 600 fathom off, there is a Rock under Water, which you muſt be aware of, when you range along this Coaſt; you cannot paſs between this Rock and the Iſland: But you may paſs ſafely between the main Land and *Groſſe*-Iſland, ranging along the Iſland at Diſcretion. Between Cape *Palos* and *Groſſe*-Iſland, the Coaſt is high, till you come againſt the Iſland where it lies a little in a ſandy Bight; you may anchor at a quarter of a League diſtance from the Iſland, in 7, 8, and 9 fathom water, ſandy Ground, you are ſhelter'd there from the N.E. and S.E. Winds. About 3 Miles from the N.W. of *Groſſe*-Iſland, ſtands a large round Watch-Tower, on a low Point near the Sea, and over againſt it a little flat Iſland, of about 60 or 70 fathom in Length, between which and the Main you can only paſs with Boats. On the other Side of the Tower there are ſome Salt-Pits, with Ponds and marſhy Ground.

Cape Severa. About 16 Miles N. by E. from *Groſſe*-Iſland, lies Cape *Severa*, which is a low Point, with a round Tower on the Top of it; beyond the Tower there is a ſmall Wood of Pine-Trees, which helps you to know it. From *Groſſe*-Iſland to Cape *Severa*, the Coaſt is very low; near the Sea the Land lies in a large Plain, with ſome Villages in it, but more within the Country, it is all high Mountains; there are ſeveral Watch Towers, and ſome Houſes along the Coaſt, and almoſt ½ way between one and the other, you ſee a ſmall Village call'd *Severa*, ſituated on a riſing Ground near to a low Point, with a Tower by it to the Southward; from this Village to Cape *Severa*, it is about 6 or 7 Miles, and between both a large Bay, with a River in the Bottom, and ſome Rocks above and level with the Water near thoſe Points. About 2 Miles to the Northward of Cape *Severa* ſtands a large ſquare Tower, with ſome Houſes at the Foot of it, overagainſt which you may anchor in 7, 8, and 9 fathom Water, fine Sand; you may likewiſe anchor between this Tower and the Point of Cape *Severa*, where you are ſhelter'd from S.W. W. and N. W. Winds.

La Matta. About 17 Miles to the N. E. ¼ N. from Cape *Severa*, lies Cape St. *Paul*, between both there is a large Bay, and almoſt mid-way from the one to the other, you ſee the Caſtle of *La Matta*, ſtanding near the Sea, on a white riſing Ground, with ſome Houſes near it, before which you may anchor in 4, 5, 6, and 7 fathom Water, fine ſandy Ground; here it is that they generally go to load with Salt.

The Caſtle of Lugar Nuovo. From the Caſtle of *La Matte* to Cape St. *Paul*, it is 9 Miles N. E. by E. the Land between both lies low near the Sea, in a large Bay, where are ſeveral Salt-Pits, but more within the Land it is Mountainous; and to the Weſtward of Cape St. *Paul*, about 4 Miles diſtant, there ſtands a ſquare Caſtle on the Sea-ſide, call'd *Lugar Nuovo*, againſt which Ships and Veſſels anchor that come to load with Salt.

Cape St. Paul. Cape St. *Paul* is the Southermoſt Point of the Bay of *Alicant*, it is moderately high and very ſmooth at the End; there is a Square Tower on it to make Signals, and very near this Tower, to the Weſtward ſtands another round One.

Plane-Iſland. About a ſmall ½ League to the E.S.E. from Cape St. *Paul* lies a ſmall Lovv Iſland, call'd *Plane*-Iſland, and almoſt in the middle of the Paſſage, between Cape St. *Paul*, and this Iſland, there

there is a very Dangerous Rock under Water, which lies a very little nearer to the Iſland, than to Cape St. *Paul*. You may however paſs with Veſſels and Galleys between Cape St. *Paul* and this Iſland, ranging a little nearer to the Cape than to the Iſland, to avoid this Rock.

In the middle of the Paſſage you have 5 and 6 fathom Water, and you ſee the Bottom as you paſs along; you have ſome Rocks near to the Point of St. *Paul*. *Plane*-Iſland is ½ a League in Length; the weſtern End is the higheſt, and to the S. E. there are two large Rocks above Water, with ſeveral little Ones near it, level with the Water, and ſome under it, which ſtretch out a great way, for which reaſon you muſt keep a great way without it, or elſe paſs between it and the Land, as is before-mentioned.

From the Point of Cape St. *Paul* to the Town of *Alicant*, the Courſe is N.E. by N. about 14 Miles, the Coaſt is even and low, and forms a Bay, in which are two Watch-Towers near to the Sea-ſide. The Town of *Alicant* ſtands on the Sea-ſide, at the Foot of a Mountain, on which is an ancient Caſtle, which at a diſtance brings you into the knowledge of it, by the Whiteneſs of its Walls, one of which runs a great way into the Town; this Mountain is of white Earth, and is diſcovered a great way off. Before the Town, and almoſt in the middle, there is a ſort of Mole, which ſerves only for a Landing-place. You generally anchor with Ships before this Mole, at about a good Miles diſtance in 6, 7, 8 and 10 fath. Water, owzy Ground; in this Road you have no Shelter from the Sea-winds, with which the Sea runs very high, but as the Ground is good, you eaſily reſiſt it, beſides the Mountain breaks of the Violence of thoſe Winds. *Alicant.*

A little beyond the Town to the Weſtward, a low Point runs into the Sea, call'd *Mates*-point; to the Weſtward of this Point you anchor with Galleys in 3, 4, 5 and 6 Fathom Water, owzy Ground, you are much more ſhelter'd there than before the Town, nor feel the Sea ſo much as in the Road, becauſe of the low Point, which breaks the Sea with eaſterly Winds, and *Plane*-Iſland with the Southerly. But when you would anchor there, you muſt keep at a good Diſtance from the Point, becauſe it ſtretches out almoſt 300 Fathom, or three Cables Length under Water, it is there very ſhoal, and the Ground an owzy Mud, and uneven Sounding. On the other ſide of the Point towards the N. W. there are ſome Houſes near to the Sea-ſide, againſt which you may anchor. You water at ſome Pits that are near the Point, but a little more in the Country. The Winds that you are expos'd to here, is S.S.E. and S.E. The Latitude is 38 d. 26 m. The Variation is 5d. N. W. *Mates*-point.

About three Miles E. by S. from the Town of *Alicant*, lies Cape *de la Houerte*, which is a long Point ſtretching into the Sea, with a Watch-Tower on it; this Cape makes the Entrance into the Bay of *Alicant*, to the Eaſtward you muſt take care how you come too near to it, becauſe of ſeveral Rocks that lye above and under the Water, which ſtretch out about 300 Fathom; and notwithſtanding you are at a pretty Diſtance from the Point, when you are over-againſt it, you ſee the Ground. Cape *de la Houerte.*

About 17 or 18 Miles to the N. E. from Cape *de la Houerte* lies Mount *Benidorme*; the Land between both lies in a Bay with a ſandy Shore, and ſeveral Villages and Watch-Towers along the Coaſt. Mount *Benidorme* is a large Point ſtretching into the Sea, very high and ſteep to the Seaward, it appears as an Iſland at a diſtance, and indeed is a *Peninſula*, having only a low Neck of Land that joins it to the Coaſt; on the Top of the Mountain there is a Watch-Tower, and another at the Foot. Mount *Benidorme.*

About ½ a League to S. W. of the Mount *Benidorme*, there is a ſmall Iſland call'd *Villa Joyoſa*, you may paſs, if you will, between the Mountain and the Iſland; over-againſt the Iſland there is a ſmall Village of the ſame Name, ſtanding on a riſing Ground near to the Sea-ſide, before which you may anchor in 6, 7, 8 and 10 Fathom Water, to be ſhelter'd from the E. and N E. Winds. On the Land near Mount *Benidorme*, there is a Village of that Name with another pretty near it, and a round Tower on a riſing Ground to the Eaſtward. You may likewiſe anchor to the N.N.E. of this Mountain, in 7 or 8 Fathom Water, ſandy Ground, for S.S.W. and Weſterly Winds, but theſe ſort of Anchorages are not good unleſs in fine Weather, or that you are obliged to put in, when you cannot do better, for the Sea-winds cauſe a great Sea, and are very violent, and much to be feared. *Villa Joyoſa.*

About ſeven Miles to the N. E. of Mount *Benidorme*, ſtands Mount *Carpi*; between both there is a large Bay; Mount *Carpi* is almoſt like *Benidorme*, excepting that it is not quite ſo large, it is likewiſe a *Peninſula*, and of the ſame Height that *Benidorme* is. Mount *Carpi.*

When you come from the Eaſtward, and are near Cape St. *Martin*, Mount *Carpi* appears as if it were ſeparate from the Main Land, and like a great ſteep Rock. You may anchor on which ſide of it you pleaſe, as you do at Mount *Benidorme*, when there is a Neceſſity for it; that is to ſay, to the S. Weſtward, againſt N. Eaſterly Winds, and to the N. Eaſtward, againſt S. Weſterly Winds. To the S.W. of Mount *Carpi* there is a Watch-Tower, and to the N.W. along the Coaſt there are two other Watch-Towers on little riſing Grounds, and almoſt in the middle you ſee the Village of *Carpi* near the Sea-ſide.

Cape *Mourera.* About ſeven Miles to the N.E. of Mount *Carpi*, lies Cape *Mourera*, which is a large Point, at the end of which, near to the Land, there is a great Rock above Water; on the Top of the Cape there is a Watch-Tower. Between Mount *Carpi* and Cape *Mourera* there is a Bay, you may anchor behind this Cape in 7, 8, 9 and 10 Fathom Water, and are ſhelter'd from the S.E. Winds.

Cape *de la Nau.* To the N.E. of Cape *Mourera*, about five or ſix Miles, lies Cape *de la Nau*, near to this Point there is a great Rock above Water. When you come from the Northward, and have doubled Cape *de la Nau*, you diſcover at the ſame time Mount *Carpi* and *Benidorme*; all the Coaſt is very high from *Alicant* as far as Cape St. *Martin*. When you come from the Sea, you ſee a high Mountain over *Benidorme*, cut almoſt in the Form of an *Embraſure*, and another very high Mountain near it in Form of a Sugar-loaf; over Cape St. *Martin* appears a Tower which ſtands on a high Mountain, and the Mountain of *Mongon* near to Cape St. *Antonio*, which is like a Sugar-loaf; you ſee it from the Southward, and from the Northward.

Cape St. *Martin.* About three Miles to the N. W. from Cape *de la Nau*, lies Cape St. *Martin*, which makes the Entrance into the Road of *Xabia*; there is a great Rock above Water near the Point, between which you can paſs only in Boats; and between Cape *de la Nau* and Cape St. *Martin*, there is a large round Iſland pretty high, at about a Cannon Shot's diſtance from the Coaſt; but you cannot paſs between the Land and the Iſland, unleſs in Boats, becauſe of a Ledge of Rocks that runs out almoſt to the Iſland; there is a little ſandy Creek between the Iſland and Cape St. *Martin*, where it is dangerous Anchoring, becauſe the Ground is rocky.

N. B. *It is proper here to ſpeak of the Iſlands of* Ivica, Majorca, Minorca, *and the* Colombrettes, *and return afterwards to Cape St.* Martin, *and continue along the Coaſt.*

The Iſland of *Ivica.* From Cape *de la Nau*, to the neareſt Land of *Ivica*, it is about 38 Miles E. by N. the Iſland of *Ivica* is in ſome Places high, and may be about 100 Miles in Circumference; it lies a great deal more in Length than in Breadth; at the weſtern Point lies a great double pointed Rock, which appears at a Diſtance, when the Sun ſhines upon it, like a Ship, it is about a Mile diſtant from the weſtern Point of *Ivica*, and is called *Belgran*. From the weſtern Point of *Ivica* to the Northern, which is call'd Cape *Comiguir*, the Courſe is N.E. by N. about 18 Miles, and very near to this Point lies another great Rock, behind which you may anchor in Caſe of Neceſſity, *viz.* to the Southward, between the Iſland and the Rock, where you will have 12, 15, and 20 Fathom Water, good Ground.

Port *Mezeno.* About twenty Miles to the E. by N. from Cape *Comiguir* there is a great Point, to the Eaſtward of which there is a ſmall Port or Creek call'd *Mezeno*; before you come to it, you meet with another little Creek call'd *Megno*, where you may anchor with the Land Winds, in 5, 10, and 15 Fathom Water; it lies about 6 or 7 Miles to the Weſtward of *Mezeno*.

Mezeno is a ſmall Creek at the Northern-end of the Iſland of *Ivica*, in which you may anchor in 6, 8, and 9 Fathom Water, Owzy Ground; the Inhabitants of *Ivica* call it *Garacbo Fraque*; it is a very deſert Place, lying between two ſteep Mountains, without any Habitation near it, however it is a very convenient Place for Gallies that come from the Northward, when the Winds are at S.E. S. and S.W. in the Bottom of the Creek there is a little ſandy Landing-place, where you meet with pretty good ſweet Water; the Wind that blows in here is the North, which you muſt be very careful not to let your ſelf be ſurprized by, and be ready to get about the Point of the Iſland.

About 9 or 10 Miles to the E. by S. from *Mezeno*, lies the Eaſtermoſt Point of the Iſland of *Ivica*, from which Point to the Point of *Tagomago*, it is about 6 Miles, between both there are 2 ſandy Creeks; where you may anchor with the Winds at N.W. W. and as far as South, but the beſt Anchorage is near to the Northern Point, towards the middle of the Sandy Beach; it is ſaid that the Rovers of *Algier* do often Careen here, this Coaſt being not Inhabited. From the Weſtern

Point

Point of this Iſland, as you go to the Northward, the Coaſt is all along very high and ſteep, and uninhabited, but it is very clear from any Dangers.

About 2 ſmall Miles to the Eaſtward of the Point of *Tagomago* there is another Little Iſland of an Oval Form, and pretty high, call'd the Iſland of *Tagomago*; between which and the Land you may paſs, keeping in the Mid-Channel, or never ſo little nearer to the Iſland of *Tagomago* than to the Point of *Ivica*, and then you have depth enough of Water. *Tagomago* Iſland.

To the Northward of the Point of *Tagomago*, at a Muſquet Shot diſtance, there is a ſmall Ledge of Rocks almoſt level with the Water, where you ſee Breakers; you may in caſe of Neceſſity paſs between theſe Rocks and the Point of *Tagomago*, there being 12 and 15 Fathom Water, but the beſt and ſafeſt way is to paſs in the Mid-Channel abovemention'd, and to avoid this Point.

When you go from the Iſland *Tagomago*, to St. *Hillaries* Point, the Courſe is S.W. about 9 Miles, and almoſt half way there is a ſmall Iſland, near the Land, and about 200 Fathom without it, a Great Rock above Water, which appears like a Boat; you may paſs in a Galley between both Iſlands, there being 4 or 5 Fathom Water, you have nothing to fear if you keep in the middle. About $\frac{1}{4}$ of a League to the S.W. from the abovemention'd Rock, there is a Shoal with only 4 Foot Water upon it; this Shoal is of Sand and Mud, ſo that when it is calm you ſee the whiteneſs of the Ground, and in blowing Weather the Sea breaks over it. The uſual way of paſſing is between the Shoal and the Rock, keeping as much wide of it as one can, as is above-obſerv'd, ranging at Diſcretion along the Rock which you ſee above Water; you have 12, 15 and 20 Fathom Water in this Paſſage.

Two Miles to the S.W. from theſe Rocks, lies the Creek of St. *Hillary*: In the Bottom on a riſing Ground, there is a Watch-Tower with 3 or 4 Houſes near it, and to the Weſtward there is a ſmall River, where is very good watering, getting into it in Boats, tho' it is very ſhallow at the Entrance. The watering Place is near a Mill on the Starboard-ſide as you go into the River; there is likewiſe a Square Tower beneath the other, which ſerves you for a Mark. To the South-W.ward of the River of St. *Hillary* there is a great Point call'd Cape St. *Hillary*, near to which you may anchor over againſt the Mouth of the River, at a Cannon Shots Diſtance; you are there in 4, 5 and 6 Fathom Water, Owzy Ground, and are Shelter'd by the Point from the S.W. Winds. St. *Hillary*.

The Winds that you are expos'd to here is S.E. and E.S.E. which blows directly in. To the S.W. of Cape St. *Hillary* there is a long Creek where a few Galleys may anchor; here is very good Convenience for cutting of Wood, which you may do cloſe to the Water-ſide. One ſeldom anchors at St. *Hillary*, unleſs it be to water, becauſe you are expos'd to the Sea-Winds, and the Anchorage is only good when the Wind blows off the Land.

About 2 or 3 Miles to the S.W. by S. from Cape St. *Hillary*, there are 2 Rocks above Water, which are call'd the *Fornigues* of St. *Hillary*, you may paſs, if you will between theſe Rocks and the Land, without any fear. About 3 or 4 Miles W. by S. from the Rocks, is the Entrance into the Port of *Ivica*, which lies on the Southermoſt ſide of the Iſland, almoſt in the middle of it; This Port is of a pretty large Extent, but has but little Water in the Bottom of it. On the Larboard-ſide as you come into the Port, there is a pretty conſiderable Fortreſs on the Point; the Town is at the Foot of this Fortreſs. In the Bottom of the Port, on the ſame ſide with the Town, there is a ſmall Village, and almoſt in the middle, ſtand two Windmills, near to which lies the watering Place. To the N.E. of the Town there is a pretty long Iſland of a moderate heighth, which does not appear as an Iſland when you come from the Eward; you cannot paſs between the Land and this Iſland, not even in Boats. To the Eaſtward of this Iſland there is a large Creek, which a great many take for the Port of *Ivica*, when they come from the Eaſtward; ſeveral have been thus deceiv'd for want of Care and Experience; this Place is to be avoided, the Ground being very indifferent. There lies a great Rock off of the Point of this Iſland, between which only Boats can paſs: you may range along this Iſland at Deſcretion. The Port of *Ivica*.

The uſual place of anchorage is near the Iſland abovementioned, in 3, 4 and 5 fathom water, the Ground Owzy; Galleys faſten themſelves to the Iſland, with an Anchor in the Sea to the S.W. Anchorage.

Between the Iſland and the Point of the Caſtle of *Ivica* you have 5 or 6 fathom water: Before the Town there is a ſmall Mole, which ſerveth only for a Landing Place, and only Tartans and other ſmall Veſſels can come near it, The Port of *Ivica* is very large, but the Ground is all Owzy Mudd, and the Place to anchor in is near the Iſland, as I have ſaid before. The Port of *Ivica* is in the Latitude of 39 deg. 3 min. The S. and S.E. Winds blow directly into the Port, and about

bout 4 Miles to the S.W. by S. from the Entrance into the Port, there are 2 Rocks above Water, of the bigneſs of a Boat, between which you may paſs in Ships and Galleys, there being 6 and 7 Fathom Water. About 7 or 8 Miles to the S.W. from the Point of the Harbour of *Ivica* there is a long high Point, call'd Cape *Saline*; between theſe Two Points you have a large Bay, in which you may Anchor, near to the Point of *Ivica*, in 6, 7 and 8 Fathom Water, within the above-mention'd Rocks: This Place is only proper for N.E. N. and N.W. Winds, and when you cannot reach the Port of *Ivica*.

Salt Ponds

To the W.N.W. from Cape *Saline*, there is a long flat Iſland near the Coaſt, where are ſeveral Salt Ponds: They anchor between this Iſland, and the Salt Ponds in ſmall Veſſels, which come here to Load with Salt. From this Iſland, as far as the Iſle of *Belgran*, and the Weſtern Point of *Ivica* there is no Anchorage, and the Coaſt is in ſome Places very high. Two Miles to the S.E. from Cape *Saline*, which is the neareſt Point to the Iſland of *Fermentera*, there is a Rock above Water, and ſome others lie about the Cape, together with Shoals of Sand; which you muſt take Care to avoid.

Iſland of *Fermentera*

About 13 or 14 Miles to the S. by W. from the Town of *Ivica*, and 5 or 6 Miles to the S.S.E. from Cape *Saline*, lies the Iſland *Fermentera*; the middle part of it is low, but the Eaſtern and Weſtern Points are pretty high, eſpecially the Eaſtern, which is call'd Cape *Barbary*: This Iſland is not Inhabited; a great deal of Pine Wood grows upon it, which you may eaſily provide your Ship with. It may be about 45 or 50 Miles in Circumference, but is very narrow in ſome Places: You may anchor any where about this Iſland, according as the Winds are.

Abouſt 5 Miles to the Northward of the Iſland of *Fermentera*, there is a Little Iſland, almoſt round, with a Rock above Water near to it at the S.E. End, and ½ a Cable's Length to the Eaſtward of that Rock there is another under Water. Ships generally anchor between this Iſland and *Fermentera*, in 10, 12 and 15 Fathom Water, Owzy Ground. As for the Galleys, they anchor near to the Iſland of *Fermentera*, over againſt a ſandy Shoar, to the NW. of Cape *Barbary*, where they lie in 4 and 5 Fathom Water, ſandy Ground; and this is the propereſt Place for cutting of Wood.

Cape *Barbary* is a high Point, ſmooth and even on the Top, but cragged and ſteep on every ſide.

Eſpalmador

At a Muſquet Shots Diſtance from the Northern Point of the Iſland *Fermentera*, there is a ſmall Iſland call'd *Eſpalmador*, between which only Boats can paſs, and even they with Difficulty, it is the neareſt Land to the Iſland of *Ivica*; Upon the Northern Point of *Eſpalmador*, you ſee the Ruines of an Old Tower, which ſerves you to know it; for unleſs you are abreaſt of this Little Iſland you cannot diſtinguiſh that it is ſeperated from *Fermentera*. You eaſily paſs in Ships between *Eſpalmador* and *Ivica*, ranging at Diſcretion the Point of *Eſpalmador*, on which the Old Tower ſtands, you have 5, 6 and 7 Fathom Water in the Paſſage, and ſee the Ground all the way; but you muſt take care to keep off from the Rock that lies off of the Point of Cape *Saline*, before-mention'd. In bad Weather the Sea breaks almoſt all along the Paſſage, eſpecially with E.N.E. or W.S.W. Winds.

Port of *Eſpalmador*.

In the Weſtern part of this Little Iſland there is a ſmall Port, in the Form of a Horſe-ſhoe, call'd *Eſpalmador*, becauſe the *Briggantines* of *Algier*, and other ſmall Veſſels do ſometimes come to careen there. There is a little flat Iſland on the Left as you go in, which makes the Anchorage here pretty good. You may anchor with Galleys and other Veſſels within this flat Iſland, leaving it on the Left as you go in; you find here 3, 4 and 5 Fathom Water, the Ground Owzy and Sandy.

You are ſhelter'd here from all Winds between the NW. N. and SE. the Wind you are expos'd to is the W. In Caſe of Neceſſity, you may find ſweet Water in the Iſland of *Eſpalmador*, by digging of Holes in a Place that is cover'd with ſome Bull-ruſhes, but is a little brackiſh; as for Wood, it is to be got all over the Iſland.

Another anchoring Place.

To the S.W. of the Port of *Eſpalmador*, there is a great ſandy Creek, in the Bottom of which you may likewiſe anchor, to be ſhelter'd from all Winds betweed the E. and S. W. You have within a Patteraro Shot of the Shoar, 4 and 5 Fathom Water, fine ſandy Ground. In the Bottom of the Creek, there is a Little Lake, which communicates with the Sea, into which you go to cut Wood; the N.W. Wind blows directly in here. On the Southern ſide of the Iſland *Fermentera* between the 2 Points, the Shoar is low and ſandy; you may anchor here when you come from the Sea, and cannot reach *Ivica*: In this Anchorage you are ſhelter'd from all Winds between the ENE and N.W. but the beſt Anchoring is to the Eaſtward of this Coaſt, under Cape *Barbary*,

over

over againſt 2 Rocks which you ſee on the Sea-ſide, where you have 6 and 7 Fathom water, white ſandy Ground, at a Cannon Shots Diſtance from the Shoar. The foregoing Obſervations are ſufficient, for experienced people to know, that one muſt take great Care in obſerving the Changes of the Winds, to prevent being ſurpriz'd in any of theſe anchoring Places; and when the Out-Wind comes, you muſt be nimble in removing to the other ſide, to be ſecur'd againſt the Wind and Sea. You may range along the Iſland of *Formentera* on either ſide without any fear, the Coaſt being very clear. The Latitude of *Eſpalmador* is 38 deg. 51 min. Variation is 5 deg. to the N.W. The Currents do generally run all along theſe Coaſts, to the N.E. eſpecially in fine Weather, but when the Winds are high, the Currents run the ſame way with the Wind.

About 55 Miles to the N.E. by E. from *Ioica* Point, lies the Weſtern Point of *Majorca*. Iſland of *Majorca*.

The Iſland of *Majorca* is very large and fertile, eſpecially the Southern Part of it, for to the Northward it is very Mountainous; there are ſeveral good anchoring Places, in this Iſland, for Ships and Galleys.

At the Weſtern Point of the Iſland of *Majorca* there lies an Iſland call'd *Dragonera*, very high, and about a Mile Diſtant from the Iſland of *Majorca*. On the higheſt part of the Iſland there is a Watch-Tower; in caſe of neceſſity you may paſs between the 2 Iſlands, there being no Danger if you keep in the mid-Channel, excepting one Rock that you ſee above Water, and which you leave on *Majorca* ſide; but it is beſt to paſs without *Dragonera* Iſland, to hazard nothing; near, to *Dragonera* there is likewiſe another Rock above Water; you may paſs between theſe 2 Rocks, after which there is nothing to be fear'd. You may anchor to the S.S.W. of the Rock that is near *Dragonera*, in 12 and 13 Fathom Water coarſe ſandy Ground, and carry an Anchor upon the Iſland; you are ſhelter'd there from the W. and N.W. Winds, and on *Majorca* ſide from all Winds between the N.E. and S.E. the Latitude is 39 deg. 45 min. *Dragoneza* Iſland.

Three or 4 Miles to the S.E. of the Iſland *Dragonera*, there is a Bay call'd *Landrache*, which was formerly a good anchoring Place for Galleys, but being almoſt choak'd up, can only receive 2 or 3 Galleys now, and there is no freſh Water to be got there. *Landrache.*

About 9 or 10 Miles S.E. by E. from *Dragonera* lies the Weſtern Point of Port *Pacquet*, it is a Large bluff Point, you may range very near this Coaſt. About 4 Miles E. by S. from the Weſtern Point of Port *Pacquet*, there is a long Point call'd Cape *de la Savatte*, upon which there is a ſquare Watch-Tower, and over againſt it a large Iſland, with one leſſer near it, and ſome Rocks (level with) and under water, which you muſt take care to avoid, when you paſs that Way; you may paſs between the Land and theſe little Iſlands, in a Boat. Between theſe 2 Points there is a large Opening, in the Bottom of which, towards the N.W. there is a large Point with a Watch-Tower upon it; behind which to the N.E. there is a Creek, wherein you may anchor with 10 or 12 Galleys, in 4 or 5 Fathom Water, Owzy Ground; this is what they call Port *Pacquet*. Port *Pacquet.*

The Wind that you are moſt open to here, is the South, but with 5 or 6 Galleys you may ſhelter your ſelf there from any Wind, and nothing but the Surge of the Sea han hurt you. To the N.E. there is a little ſandy Beach with 2 or 3 Houſes at alittle Diſtance from the Sea, and 2 Wells, from whence you fetch your Water.

About 7 Miles E. by N. from the Iſlands of Port *Pacquet*, or from Cape *de la Savatte*, is the Entrance into *Porto Pin*; between both, the Land lies in a Bight, and almoſt ½ way you ſee a Tower call'd *Garachicque*; on the Weſtern Point of *Porto Pin*, there is a ſmall Fortreſs with four Baſtions. *Porto Pin* is a little Creek in Form of a River with a very narrow Entrance; it is about 60 Fathom over between the 2 Points, but more within it is wider; this Port is about 150 Fathom in Length. Seven or Eight Galleys may anchor in *Porto Pin*, if their Oars are within board; but you muſt obſerve to anchor with one Anchor to Seaward, and a Faſt on each Shoar. *Porto Pin.*

Between the 2 Points of the Entrance you have 5 or 6 Fathom Water, and within 18, 15 and 10 Foot Water, Owzy Ground; you muſt not enter too farr in, there being but little Water.

When there are no Galleys there, you may enter in with a Ship, mooring Head and Steen; the *Majorquines* lay up their Veſſels and Barques there in the Winter.

On the Larboard Point as you go in, there ſtands a ſquare Tower, with a Houſe adjoyning; this Tower ſerves as a Lanthon in the Night time for your knowing it; on the other Point there is a ſort of ſquare Tower, with a Chappel near it. The Wind you are moſt open to is S.E.

The Town of *Majorca* is about 2 Miles to the Eaſtward of *Porto Pin*; between both you ſee a ſort of Large Tower, with other ſmaller ones near it, and one in the middle, which ſerves for a *Donjon*; The Town of *Majorca*

Donjon; this Tower has 8 or 10 Guns in it. Between *Porto Pin* and this Tower, there is a large Building, which ſervesfor a *Lazarette*, or Hoſpital for the Sick, this Houſe ſtands on a riſing Ground. The Town of *Majorca* is very large and is ſituated on the Sea ſide; it is eaſily known by a great Number of fine Churches, eſpecially the Cathedral, which ſtands near to the Walls towards the Sea. There is a Mole which runs from the Town about 150 fathom into the Sea, and upon the Point there is a ſmall Fort with ſome Guns; there is room for 6 or 7 Galleys near the Mole, where you have 10, 12 and 15 foot water, Owzy Ground: The Wind you are expoſed to is S.W. you water near ſome Windmills which ſtand on the Sea-ſide, in a large Plain, to the S.E. of the Town.

Majorca Road. If you care not to enter, neither into *Porto Pin*, nor into the Mole of *Majorca*, the uſual place of anchoring is within a ſmall Cannon-ſhot of the Head of the Mole, and over againſt the *Lazarette*, or ſick Hoſpital before-mentioned; This bearing N. of you, and the Mole almoſt E. You anchor here in 4, 5, 6 and 7 fathom water, Owzy Ground, and your Anchors hold well. The S.W Wind blows full into the Road; but as the Land to the Northward is very high, it breaks off its violence. The Latitude here is 39 deg. 43 m. and the Variation 5 deg. to the N.W.

Cape *Blanc* About 13 or 14 Miles to the S.ward of the Mole of *Majorca* lies Cape *Blanc*, which is a large ſteep Point, with a round Watch-Tower on the Top of it; between the Mole and the Cape, the Land lies in a Bay, with a large Plain, and almoſt in the middle of the Plain there is a ſmall River.

Cape *Saline* About 14 Miles SE. by E. from Cape *Blanc* lies Cape *Saline*; between both, the Land lies in a little Bay, where you may anchor in caſe of neceſſity in 8 or 10 Fathom Water, the Ground a coarſe ſandy Gravel. Between theſe 2 Points there lie a great many Rocks (above and) under Water, ſo that you muſt not come within a Cannon Shot of the Land when you would anchor, and likewiſe ſound before you anchor becauſe of the Bottom.

Cape *Saline* is a long low Point, which ſtretches into the Sea at the Southern End of the Iſland of *Majorca*; It is the neareſt Land to the Iſland *Cabrera*; a little to the Eaſtward of Cape *Saline* there is a round Tower, between which Tower and the Point of the Cape, Galleys may anchor for a Slatch, at about half a Leagues Diſtance from the Point of the Cape to the Eaſtward, but you may come within Muſquet Shot of the Land, where you will have 13 and 14 Fathom Water, ſandy Ground.

Cabrera Iſland *Cabrera* Iſland is about 5 or 6 Miles to S.W. of Cape *Saline*; it is prettyhigh and may be about 4 or 5 Leagues in Circumference; at the Extremity of this Iſland to the NE. there is a little Iſland, with ſome great Rocks near it above Water.

About 5 Miles SW. by W. from the North Eaſternmoſt Rock, is the Weſtern Cape of the ſame Iſland, it is of a mo derate heighth and appears very rugged as you come from the NE. It is diſtinguiſh'd by a great black Spott at the Eaſtern End of the Cape, which is a *Grotto*.

The Port of *Cabrera*. The Port of *Cabrera* is on the NW. ſide of the Iſland; it is a very good Port for Galleys, and not a bad one for Ships; the Entrance is about a Muſquet Shot over, and a Cannon Shot deep, it lies SSE. the Wind that blows in is NNW. but you are verywell ſhelter'd there from all Winds.

When you would enter into the Port, you muſt keep well to Starboard, the better to diſcover the Entrance into the Port, you may come within 2 Galleys length of the Starboard Point, leaving it on your right Hand. On the Larboard Point, which is of a moderate heighth, there is a ſmall Fortreſs ſituated on a very Rocky Eminence, before which you muſt anchor ſo ſoon as you bring it to bear North of you; you moor there ENE. and WSW. having one Anchor to the Offing in 9 or 10 Fathom Water, muddy, ſandy Ground, and a Faſt a-ſhoar, you anchor every where in 4 and 5 Fathom Water.

Porto Pedro About 15 or 16 Miles E. by N. from Cape *Saline*, lies *Porto Pedro*, the Land between is even and low, and you may range pretty near it, a little nearer to Cape *Saline* than *Porto Pedro*, there is a Creek in form of a River, which ſome are apt to miſtake for *Porto Pedro*, which you muſt be aware of; only *Tartans* can get into this Creek, and they not without Difficulty.

It is an eaſy Matter to know *Porto Pedro*, it lying almoſt in the middle of the Southern Coaſt of the Iſland of *Majorca*; you'll perceive 5 Watch-Towers on the Sea-ſide, the middlemoſt of which is the Tower of *Porto Pedro*, it is Square, with a little Houſe at the Foot of it, and all the other Towers are round; it is diſcover'd farther off when you come from the Weſtward, than when you come from the Eaſtward, ſo that you need only reckon the Towers from Cape *Saline*,

and

and after you have found two, the third is the Tower of *Porto Pedro*. You obſerve the ſame Method when you come from the Eaſtward; where you likewiſe ſee two Towers, and the third is that of *Porto Pedro*. *Porto Pedro* is, as I have ſaid before, on the Southern-ſide of the Iſland of *Majorca*, with the Land about it low; the Entrance is very narrow, being only 150 fathom over; The Port is pretty ſpacious, but there is not any Depth of Water in the Bottom. On the Larboard-point as you go in, there is a ſquare Tower with a ſmall Houſe adjoining, as I have ſaid before, and on the ſame ſide with the Tower, and within the Port's Mouth there is a large Creek; but no Depth of Water, but between the two points of the Entrance, you have 15 and 16 Fathom water; The Wind that blows in here, is S.S.E.

You may anchor in this Port both with Ships and Galleys; it is capable of holding 18 or 20 Galleys; the beſt Anchoring-place is on the Starboard-ſide of the Entrance, where you are moſt at Shelter from the Sea-winds; you have all over the Middle from 10 to 4 Fathom Water; you have one Anchor in the Sea, and Moorings a-ſhore; you moor ſometimes with four Anchors, your Stern lying N.E. and then you have three or four fathom Water, owzy Ground.

You muſt not come too near to a large Point that lies to the Weſtward, there being no depth of Water, no more than in the Bottom of the Port. You may cut Wood on the Starboard-ſide as you go in, but there is no freſh Water; however ſometimes they dig Holes in a low Ground in the Bottom of the Port, where there are Ruſhes, but this Water is brackiſh. The Latitude is 39d. 29m and the Variation 5d. to the N. W.

About twelve Miles to the N. E. of *Porto Pedro* there is a large Creek, call'd Port *Colom*, it was formerly a good Harbour, but now it is choak'd up and uſeleſs. Between *Porto Pedro* and this Port there are two Watch-Towers, as has been before obſerv'd. When you come from the Eaſtward, you do not perceive the Tower of *Porto Pedro*, until you are almoſt a-breaſt of the Entrance into the Port, eſpecially if you are near the Coaſt, by reaſon of a large Point cover'd with Trees, which ſhade the Entrance of the Port, and hinder you from ſeeing the Tower. Port *Colom*.

Five or ſix Miles N.E. from Port *Colom* is the Point of the Bay of *Artas*, which is a low Point, and from thence to Cape *Rouge*, it is about ſeven Miles more to the N.E. The Land between theſe 2 Points lie in a large Bay, with a ſandy Shore, and is call'd the Bay of *Artas*, here you may anchor with Galleys againſt the S.W. W. and N.W. Winds; between the S.W. Point you are in 5 or 6 Fathom Water, owzy Ground; and being never ſo little within the Land, you are ſhelter'd from Southerly Winds. Almoſt in the middle of the Bay there is a ſmall River, where you have good Convenience of Watering; in the Bottom is the Village of *Artas* ſtanding on a riſing Ground. You may likewiſe anchor to the Eaſtward near Cape *Rouge*, but the Ground is not of the beſt, there being ſome Rocks under Water which cut the Cables. *Artas* Bay.

Cape *Rouge* is the N.E. Cape of the Bay of *Artas*, of a round Figure and very high; on the Top of it there is a round Watch-Tower, and ſome red Spots, from whence it derives its Name. Cape *Rouge*.

About three Miles N. by E. from Cape *Rouge*, lies Cape *La Pedre*, on the Top of which there is a Watch-Tower; between the two Capes there is a little Bay, towards Cape *La Pedre*, where there is a long low Point that runs into the Sea, and is very ragged, which with another low Point makes a ſandy Creek, in which you may anchor in Caſe of Neceſſity; there is a great Rock above Water at the end of this Point, and here you may get Water. You diſcover a ſmall Village and ſome Windmills on a riſing Ground, almoſt in the middle of this Place. Cape *La Pedre*.

You may likewiſe anchor in caſe of Neceſſity on the Northern Side of Cape *La Pedre*, between the Point of Cape *La Pedre* and the Southern Point of the great Bay of *Alcudia*, where you will have 8, 10 and 15 Fathom Water, owzy, ſandy Ground; you may likewiſe water here, and you ſee the ſame Village and Mills that are before-mention'd.

The Point of Cape *La Pedre* goeth ſloping into the Sea; this is the Eaſtermoſt Point of the Iſland of *Majorca*, and makes the Entrance into the Bay of *Alcudy*.

The Point of Cape *La Pedre* and that of *Alcudia*, lies S. E. and N. W. it is about nineteen Miles from one Point to the other, and between both is the great Bay of *Alcudia*, in the Bottom of which there is a ſmall Iſland: The Town of *Alcudia* is ſituated on a low Ground near the Sea; you ſee ſome Windmills near the Town. The uſual Place of anchoring is between the Town and the Iſland, a very little within the Iſland, and a round Tower, which you will perceive at a little diſtance from the Sea-ſide; you have then 3, 4 and 5 Fathom Water, ſat muddy Ground, The Bay of *Alcudia*.

Ground, a Cannon-ſhot diſtant from the Coaſt, and about a ſmall League from the Town of *Alcudia*.

The Cape of *Alcudia*. The Cape of *Alcudia* is a very high long Point, which ſeperates the Bay of *Alcudia* from the Bay of *Poyance*; this Point is very ſteep towards the Sea, and has a Watch-Tower on the Top of it, which ſerves to make Signals.

The Bay of *Poyance*. About 7 Miles N. by E. from Cape *Alcudia* lies Cape *Fromentel*; between theſe 2 Capes there is a large Bay, call'd the Bay of *Poyance*, about 6 or 7 Miles wide, and 8 or 9 deep, in which both Ships and Gallies may very well anchor, and come in there, in the Night without any Danger. On the North-ſide of the Bay there is a Point that ſtretches out a little into the Sea, upon which ſtands a Tower, built in Form of a *Hexagon*, which is defended with three or four Pieces of Cannon, and above it towards the Mountain, there is another leſſer Tower which is round. The uſual Place of anchoring, eſpecially for Galleys, is on the other Side of the Point; in 3, 4 or 5 Fathom Water, owzy Ground. Here are found ſeveral large Pieces of Mother of Pearl; you carry (if you will) a Faſt-a-ſhore upon this Point, which ſhelters you from the Eaſt, and even the S. E. Winds, ſo that if you are any thing near to the Point, you are ſhelter'd from the Sea, and the Oar-winds. As for Ships, they anchor farther out within the Point, at about a Pattareroe-ſhot from the Shore, in 7 or 8 Fathom Water, the Ground the ſame.

On the Southward-ſide of the Bay you ſee the Town of *Alcudia*, in a low Ground between two Mountains, and in the bottom of the Bay to the Weſtward of your Anchoring-place, you diſcover the ſmall Town of *Poyance*, ſituated on a riſing Ground, about ½ a League from the Sea-ſide. Near the Sea-ſide, and over-againſt this Town, there are ſome Trees and Gardens, where there are Pits, where you fetch your Water. The Eaſt-wind blows full in here; but the moſt troubleſome Wind is the S.S.W. which comes over the Town of *Alcudia*; as this Wind comes from the other Bay, and paſſes between two Mountains, it blows ſometimes with Violence. From the Point of *Poyance*, where this Tower ſtands, a-croſs over to the Town of *Alcudia*, you ſee the Ground almoſt all the way, becauſe in this Line you have only 8 or 10 Fathom Water, and very clear; the Ground is of Owze and Graſs. The Latitude is 40 d. and the Variation 9 d. to the N.W.

Cape *Fromentel*. From the Point of *Poyance* to Cape *Fromentel* it is about 5 Miles; about ½ way there is a ſmall Iſland of a moderate Height, call'd *Fromentel*-Iſland; it lies ſo near the Land that only Boats can paſs between. To the N.W. of this Iſland there is a ſandy Shore, where you may anchor with Galleys, when you cannot reach the Bay of *Poyance*; here you may likewiſe cut Wood. Cape *Fromentel* is a large Point, very high, and very ſteep on all Sides; you have 15 fathom Water within an Oar's Length of it; this Cape is the N.Eaſtern Cape of the Iſland of *Majorca*. On the other ſide of this Cape to the N.W. there is a ſmall Road, but the Anchorage is not good.

The North ſide of the Iſland of *Majorca*. From Cape *Fromentel* to *Dragonera*-Iſland, the Coaſt is uninhabited, very high and ſteep; this Coaſt is call'd *Solery*, and there is no Anchorage in any Place about it; almoſt in the middle of this Coaſt, about eight Miles from the Shore, there is a ſmall Ledge of Rocks and Sand, upon which you have only two Fathom Water; a *Dutch* Ship was caſt away there.

The Iſland of *Minorca*. About fifty Miles E. 5d. N. from Cape *La Pedra*, off the Iſland of *Majorca*, lies the Point of Port *Mahon*, which is on the S.E. ſide of the Iſland of *Minorca*. The Iſland of *Minorca* is about 95 or 100 Miles in Circumference; it lies E.N.E. from the Iſland of *Majorca*; it has two good Ports, *viz.* Port *Fornells*, and Port *Mahon*.

Port *Mahon*. Off of the Southern Point of the Iſland of *Minorca*, there is a very low little Iſland, call'd the *Laire* of *Mahon*, about a good Muſquet-ſhot diſtant from the Point; you may paſs between the Land and this Iſland in Galleys and Barks, there being 4 fath. Water in the narroweſt Part of the Paſſage and you diſcover the Bottom very plain. From the S.moſt Point of the Iſland of *Minorca*, to the N.Eaſt-point, which is called Point *de la Garde*, the Courſe is N.E. by N. about ſix Miles; on the Top of this Point there ſtands a round Watch-Tower on a riſing Ground. About a good Muſquet-ſhot W.S.W. from this Point of *de la Garde*, is the Entrance into Port *Mahon*, which is very good, and like a River, it is but half Muſquet-ſhot over at the Entrance, and a League deep; the Wind that blows full into the Entrance is S. E. by S.

On the S.W. ſide of the Entrance there ſtands a Citadel on the Sea-ſide, with ſome Houſes adjoyning, you muſt obſerve to paſs in the middle of the Channel, becauſe of ſome ſmall Rocks lying on both ſides; there is alſo in the Harbour ſome ſmall Iſlands, which you leave

leave on the Right before you come to the Town of *Mahon*; which is on the S. W. ſide. The uſual Place of Anchorage is before the Town, which is about three quarters of a League diſtant from the Entrance of the Harbour; you muſt moore there with four Anchors, *viz.* two Anchors out at the Head in 7 or 8 fathom Water; the Ground Graſs and Mud, and two Faſts a-ſhore, having the Poop of your Galleys towards the Town, about ½ a Galleys Length from the Shore; where you find five or ſix fathom Water. The Watering-place is before the Town; the Latitude is 40d. 2m. You may likewiſe anchor, after you have paſt the Cittadel, which is at the Harbour's Mouth, but you muſt moore Head and Stern, as you do before the Town; you may likewiſe water in the Bottom of ſome Creeks that are there. You may paſs quite round the Iſlands that are in the Harbour, as Occaſion ſerves, except to the N.N.E. of that which lies before the Town, where there is no Paſſage.

Port *Fornelle* is a pretty good Port for all ſorts of Veſſels; it lies on the N.E. ſide of the Iſland of *Minorca*; it is known by a ſmall round white Tower, which ſtands on the S.E. point of the Harbour's Mouth, and about five Miles N.W. by W. from this Point, there is another very high and ſteep, and between both you ſee a large Bay. A little within the Starboard point as you go into the Harbour, there ſtands a Fort with four Baſtions. When you are come from the S.E. and would ſail into Port *Fornelle*, you muſt range at Diſcretion along the S.E. Point, upon which ſtands the white Tower, and is on the Larboard-ſide; In keeping this Courſe you diſcover the Harbour's Mouth, and the Fort that is on the Right; the Harbour's Mouth is very narrow, being only 200 Fathom over, but it grows wider and wider as you go into the Harbour, which is near two Miles deep, and almoſt of a round Figure. Port *Fornelle*.

In the Bottom of the Harbour there is a ſmall Iſland; the Winds that you are open to here, is from the N.N. E. to N.N.W. the North-wind blows full in here. The uſual place of Anchorage is to the Weſtward, within a ſmall Cannon-ſhot of the Fort, you have there 4 and 5 Fathom Water, the Ground Mud and Graſs. In the Eaſtern-part of the Harbour there is no Depth of Water, no more than in the Bottom, there are even Rocks there which would ſpoil your Cables; at the Harbour's Mouth you have 10 and 11 Fathom Water, and even till you are near the Iſland you meet with 5 Fathom Water.

On the S.W. Side of the Iſland of *Minorca*, there is a little Bay where you may anchor, but you muſt not come too near this Coaſt, becauſe of ſome Rocks that lie near the Iſland. The Latitude is 40d. 14m.

About 90 Miles N.N.E. from Cape St. *Martin*, and almoſt W.N.W. from *Dragonera* Iſland about the ſame diſtance, lie the Iſlands *Colombrettes*, the largeſt of which, which is the Northermoſt, may be about two Miles in Circuit; it is pretty high, eſpecially at the two Ends; it is diſtant from the neareſt Land, which is Cape *Oropeſa*, thirty Miles. On the Eaſtern Side of the largeſt Iſland, there is a ſmall Creek of a Semicircular Form, wherein Galleys may anchor, and even a Ship in caſe of Neceſſity; the Mouth of the Creek is 110 Fathom over, and about 150 Fathom deep, ſo that it is capable of holding eight or ten Galleys. The Iſlands *Colombrettes*.

On the Larboard Point as you go in, there are two high Rocks near the Shore, between which only Boats can paſs; theſe Rocks ſhelter you from S.E. Winds, and you may come very near to them, if you keep without them. At the Mouth of this Creek you have 8 and 10 Fathom water, and in the middle 7, 6, 4 and 3 Fathom, the Ground Mud and Graſs, but there are ſome looſe Stones which ſpoil your Cables, unleſs you clap Services upon them, ſo far as 10 or 15 Fathom from the Anchor; there is likewiſe another Inconvenience for Mooring, which is, that there are no Rocks in the Harbour to faſten Cables to, the Coaſt being very even. A little within the Harbour's Mouth, on the Larbord-ſide as you go in, there are two ſmall Points of Rocks above Water, but you may come as near to them as you pleaſe, there being four Fathom Water cloſe by: It is ſaid that the Rovers of *Algier* come to careen here; you muſt not ſuffer your ſelf to be ſurpriz'd here between the N.N.E. and S.E. Winds. The Eaſt Wind blows full in here, and cauſes a great Sea

There grows nothing on the Iſland but a few Shrubs; here is a great Number of Snakes of a prodigious Size; from thence it takes its Name of *Colombrettes*; ſome Perſons ſay, that there is freſh Water to be got here.

You may come boldly near to the largeſt Iſland of *Colombrettes*, eſpecially on the N.E. and S.E. Side, but on the S.Side four Miles from the Shore, there is a high white Rock, which

 appears

appears at a diſtance like a Ship under Sail, and a ¼ of a Leagüe S. from that Rock there is another not ſo high; and between the great Iſland and the Rock which reſembles a Ship, there are two other great Rocks, and ſome ſmall ones about it, however you may paſs between theſe Rocks and the great Iſland in caſe of Neceſſity.

It is proper to obſerve here, that theſe Iſlands are ill ſet down in all the *Dutch* Maps, and in thoſe of *Provence*, as well as all the Coaſt thereabouts; you will ſee the difference, by comparing them with my Chart of the *Mediterranean*, where you will find them exactly ſet down, having been in this Iſland on purpoſe to make my Obſervations.

Xabia. About four Miles N. by E. from Cape St. *Martin* lies Cape St. *Anthony* between theſe two Capes there is a large ſandy Bay call'd *Xabia* or *Cabea*, in which Ships and Galleys may anchor, eſpecially with the Winds at S.E.S. and as far as North. The uſual Place of Anchoring for Galleys is to the N.W. near Cape St. *Anthony*, over-againſt a Tower, with ſome Fiſhermens Cottages cloſe to it; this Tower ſtands on a low Point near the Sea, and has two ſmall Pieces of Cannon to defend the Anchoring-place; you anchor two Cables Length off of this Tower, where you have 7, 8 and 10 Fathom Water, the Ground Graſs and Mud; you may, if you will, carry a Mooring aſhore near the Tower. The Winds that blow in here are from the N.E. to S.E. and make a great Sea.

When the Winds are towards the South, or S.W. you may go and anchor in the ſame Bay, near to Cape St. *Martin*, within a great Rock which lies off of the Point of the Cape, a good Muſquet-ſhot from the Coaſt, where you will have 4, 5, and 6 fathom Water, the Ground Graſs and Sand, but you muſt take Care not to come too near the Coaſt, becauſe of ſome Rocks that are fallen down from the Mountains, and lie out a little way from the Shore, and ſpoil the Cables. You may likewiſe anchor with Ships any where in the middle of the Bay, in 14 and 15 fathom Water, good Ground.

Xabia is eaſily known, by the Means of the Iſland that is near Cape St. *Martin*, of which I have ſpoke before, eſpecially when you come from the W.ward; the Tower upon the top of Cape St. *Martin*, ſerves likewiſe for a Mark to know it. In the middle of this Coaſt there is a ſmall Lake with a little Fort on one ſide, and a Watch-Tower on the other, ſituated in the midſt of a great Plain. Behind the Fiſhermens Cottages near to this Tower, which lies to the N.W. there are ſeveral Gardens with Wells in them, from whence you get very good Water. About 2 Miles to the Weſt of theſe Cottages is the ſmall Town of *Xabia*, ſituated in the ſame Plain, at the Foot of a Mountain, in form of a Sugar-Loaf, called *Mongon*, this Mountain appears to you every way; when you come from the Weſtward you ſee it over Cape St. *Martin*.

Cape St. Anthony. Over-againſt the Mountain of *Mongon* is Cape St. *Anthony*, which is the Northern Point of the Bay of *Xabia*; it is a long high Point, very ſmooth on the Top and ſteep, eſpecially towards the Sea. On the top of the Point there is a Monaſtery of Fryars, and farther up four or five Windmills, which ſerve you to know it. Another way of knowing the Road of *Xabia*, when you come from the N. and N.E. is by a high Mountain which you diſcover a very great way off over *Denia*, a little to the Southward of it you likewiſe ſee the Mountain of *Mongon* above-mentioned; it appears to you above ſixty Miles off, in form of the Awning of a Galley, and as you draw nearer, you diſcover likewiſe Cape St. *Anthony*, which appears a ſtrait Point, and flat on the top. You diſcover this Cape ſooner than that of St. *Martin*, eſpecially if you are in the Gulph of *Valencia*; afterwards you ſee Cape St. *Martin* about ten Leagues off, and over this Cape there is a round Mountain with a Tower upon it.

Denia. Five or ſix Miles N.W. from Cape St. *Anthony*, is the ſmall Town of *Denia*, ſituated on a Point that ſtretches into the Sea, which is of a moderate Heighth, and appears like an Iſland, becauſe the Land on the other ſide is very low. There is a ſmall Harbour before *Denia*, where midling Ships may anchor, there is 6 and 7 fathom Water, ſandy Ground, but as ſome Shoals lie thereabouts, it is neceſſary for you to make uſe of the Pilots of the Place, who never fail coming aboard, when you make a Signal for them. You ſee the Caſtle a great way off, which ſtands in the middle of the Town, and appears very white. Towards the N.W. Point of *Denia*, there is a long Bank of Graſs and Sand, which runs about a Mile into the Sea.

Gandia. About 16 or 17 Miles N.W. from *Denia*, is the ſmall Town of *Gandia*, ſtanding on a low Ground, at a little diſtance from the Sea, and on the Sea-ſide there are ſome Store-houſes, before which you anchor within a ſmall Cannon-ſhot of the Shore, in 8, 9 and 10 fathom Water, the

Ground

Ground a coarſe Sand and Gravel: Near the Store-houſes of *Gandia*, there is a round Watch-Tower ſtanding on a ſmall riſing Ground, which ſerves as a Mark to know it.

About 38 or 40 Miles NW. by N. from Cape St. *Anthony* lies Cape *Coulibre*, which is a large Point with 2 round Watch-Towers upon the Top of it. Between *Denia* and this Cape, the Coaſt lies in a ſandy low Shoar, the Land near the Sea-ſide being all a Plain, in which are ſome Towns and Villages; amongſt the reſt, there is one on the Sea-ſide between *Denia* and *Gandia*, call'd *Oliva*; but as you go into the Country, the Land is all Mountainous. Cape *Coulibre.*

About 5 Miles South from Cape *Coulibre* there is a Large Point, and between theſe two, a Bay; The ſmall Town of *Coulibre* ſtands in the Bottom of this Bay to the N.W. You may anchor between theſe two Points in 5, 6, 7 and 8 Fathom Water, the Ground a Coarſe Gravel; but you muſt not go too far into the Bay, becauſe there is no depth of Water.

About 22 Miles NNW. from the Point of *Coulibre* is the River of *Valencia*, at the Mouth of which, on the right, ſtands a ſmall Village call'd *Grao*, before which Ships and Veſſels uſually do anchor, becauſe the City of *Valencia* is 2 Miles up the River, ſo that Ships cannot go there: you anchor here in 7, 9 and 10 Fathom Water, ſandy Ground; you have no Shelter here from any Winds, but thoſe that come from the Land. *Valencia.*

Between *Coulibre* and *Grao*, the Land is all along very high, but near the Sea it is in ſome Places low. On the North ſide of *Grao* there is a Tower on a riſing Ground, which ſerves you partly to know it. From *Grao* to Cape *Orepeſa* the Courſe is NE. by E. about 50 Miles; the Land between both is very high and in a Bay: You diſcover there ſeveral Towns and Villages, with ſome Watch-Towers which make fires in the Night, to warn any Veſſels that they have diſcovered in the Day-Time, there is no Anchoring along this Coſt, unleſs it be to ſhelter your Self from the Land Winds.

About 100 Miles North, 5 deg. Eaſt from Cape St. *Martin*, is Cape *Oropeſa*, which is a large high Point, and farther in the Country againſt the Cape, there is a large Mountain in Form of a Sugar-Loaf, call'd Mount *Oropeſa*, it is diſcover'd a great way off, eſpecially when you come from the Southward in a clear day, you ſee it even from Cape St. *Martin*. Cape *Oropeſa.*

Almoſt on the Weſtern Point of Cape *Oropeſa*, there is a ſmall Caſtle, which appears like a large round Tower; and to the Weſt of the Caſtle there is a large Bay, in which you may anchor with the Winds from N.W. to N.E; you have here 10 or 12 Fathom Water, muddy ſandy Ground. To the Southward of the outermoſt Point of the Cape, about 2 Miles off, there is a very Dangerous Rock, which you muſt beware off. About 2 Miles to the Northward of this Point is the Village of *Oropeſa*; there is a Watch-Tower between this Point and the Village.

About 22 or 23 Miles NE. by N. from the Point of *Oropeſa* is the Point of *Peniſcola*, upon which ſtands a ſmall Town which looks like a Caſtle, and appears to be an Iſland, becauſe it ſtretches into the Sea, and has only a Low Neck of Land to the NW. with a ſandy Shoar. You may anchor on the North-ſide of *Peniſcola* with the Winds at NW. W. and SW. You have there 6; 8 and 10 Fathom Water; ſandy muddy Ground. It ſhould ſeem that one might anchor as well on the Sea-ſide of *Peniſcola*, but the Ground is not good; beſides, to the South of this Point about a Quarter of a League off, there is a very dangerous Rock under Water, which you muſt avoid, when you come from the Southward, and would anchor before *Peniſcola*. About 18 Miles NE. by N. from *Peniſcola* is the Mountain of *Revitta*, which makes the Entrance into *Zoffa*. *Peniſcola.*

Between *Peniſcola* and this Mountain, the Coaſt lies in a large Plain, with a ſandy Shoar, and you ſee ſeveral ſmall Towns and Villages; among the reſt the little Town of *Vineros*, ſtands about half way on the Sea-ſide, before which you may anchor with the Land Wind, within a ſmall Cannon-ſhot, where you have 6, 8 and 9 Fathom Water, the Ground Mud and Sand, as it is all along the Coaſt. You diſtinguiſh the Town by a great Church with a high Steeple, which ſtands almoſt in the middle of the Place; It is wall'd about, and there are ſome other Fortifications after the Antient Manner, to Defend them from the Deſcents of the *Turks*. *Vineros.*

Between the Town and the Sea, there are ſeveral Houſes and Warehouſes of Fiſher-men, which hinder you at firſt from ſeeing the Walls of the Town. On the Sea-ſide near the Town, there is a ſmall Fort with 4 or 5 Pieces of Cannon to defend it. Within and without the Town there are ſeveral ſmall Wells for watering, which are very good; this Place is noted for abounding with Wine, which ſeveral Barks come here to load.

On

On the S.W. Point of *Revitta* there are 2 Watch-Towers, near to which ſtands a ſmall Town call'd *Alcanario*, before which, and between the Two Towers, there is a ſmall River; this Town ſeperates *Catalonia* from the Kingdom of *Valencia*. *Rebitta* is a large high Mountain which makes the Entrance into the great Bay of *Zoffa*, on the Larboard-ſide as you go in; which way ſoever you look at it, it appears almoſt like the Awning of a Galley, and is ſeen a great way off, and appears like an Iſland both to the S. Weſtward and N.W.

The Bay of *Zoffa*, or *Alfaques*

The Bay of *Zoffa* is very large, being about 10 or 12 Miles in Length, and 4 or 5 deep; it is form'd by ſeveral low and marſhy Iſlands, which are ſandy to the Seaward. You know the Mouth of this Bay by the Mountain *Revitta*, which you ſee a great way off; But you cannot ſee the Low Lands which are on the right of the Bay, unleſs you are within 8 or 9 Miles of it. The knowing of *Peniſcola* ſerves for your knowing the Mountain *Revitta*, eſpecially when you come from the Southward, and this Mountain makes you know the Bay of *Zoffa*. When you come from the Southward, and would anchor in the Bay of *Zoffa*, you muſt range within a ſmall Cannon-ſhot of the Coaſt by the Mountain *Revitta*, where you ſee ſome Watch-Towers on the Sea-ſide; But as on the Starboard-ſide, where theſe low Lands are, there are long Points of Sand which ſtretch out near 2 Miles from the Shoar with very little Water upon them, you muſt obſerve to leave always two thirds of the wideneſs of the Entrance on your Starboard-hand, when you go in, and this way you'll avoid all the Dangers. Between this low Point and the Coaſt of *Revitta*, you have 4 and 5 Fathom Water almoſt all along, with a ſoft muddy Ground, where you cannot be Ship-wrack'd, tho' you ſhould ſtrike. The uſual Place of anchoring, is over againſt an old ruin'd Monaſtery, which ſtands at the Foot of the Mountain *Revitta*, within a ſmall Cannon-ſhot; you have there 4 Fathom Water ſoft Mud, and the Anchors hold well. A little above this old Monaſtery which is on the Sea-ſide, there is a ſquare Watch-Tower, ſtanding on a ſmall riſing Ground. About ½ a League SSW. from this Monaſtery, there is a round Watch-Tower ſtanding on the Sea-ſide with one Gun in it, and hard by, to the S.W. of it, a Spring of freſh Water. The uſual Place of watering is at a great Well before the Monaſtery. You may likewiſe get Wood here very eaſily. You may anchor any where between this Tower and the Monaſtery, at about a Miles Diſtance from the Coaſt, but to avoid any hazard and to have a better Offing, you muſt not go farther Northward than the Monaſtery. You may likewiſe go and anchor to the Eaſtward of the low Point, about 4 Miles from the Monaſtery, but you muſt keep a good Mile off from the low Lands. You are there all along in 4 Fathom water, muddy ſandy Ground. In the Year 1680, we clean'd the Kings Gallleys here. In the Bottom of this Bay, to the Eaſtward of the Monaſtery, there is a ſmall flat Iſland, with a Tower upon it, that is *Hexagonal*, call'd the Tower of St. *John*; It is 10 Miles diſtant from the Monaſtery; the Land between the Monaſtery and this Tower to the Northward is all low marſhy ſwampy Grounds, with tall Trees all along; But more in the Country it is all Mountainous. About 4 or 5 Miles NW. from the Monaſtery there is a ſmall Town call'd *Ampoſta*, ſtanding in a large Plain. The Winds that blow into this Bay are from the SSE. to the S.SW. It is obſerv'd, that during the Summer the SW. Winds doe almoſt always blow here in the Day-time, which they call the *Embas*, and in the Night it comes to the N. and NE. by reaſon of the Situation of the Land. The NW. Wind is very impetuous here, but as it blows from the Land, it raiſes no great Sea. The Latitude is 40 deg. 22 min. and the Variation between 5 and 6 Degrees to the N.W. When you come from the Coaſt of *Sale*, and would anchor in the Road of *Zoffa*, you muſt keep off from theſe low Lands abvementionʼd, it being certain that the Currents do generally ſet in for the Shoar, by reaſon of the River, and the Lakes. I have ſeen ſeveral Veſſels caſt away on this Shoar, therefore when you come from the Road of *Sale*, and would go to *Zoffa*, to avoid theſe Shoars, you muſt ſteer SW. by S. eſpecially if it be in the Night-time.

About 18 Miles ENE. from the Point of *Revitta*, is the Entrance of the River of *Torteſa*. There are between this River and the Point ſeveral very low ſandy Iſlands, which ſtretch a great way out, ſo that you muſt fetch a large Compaſs to get into the River of *Torteſa*, and keep at leaſt 2 Miles from the Iſlands, at that Diſtance you have 4 and 5 Fathom Water. Almoſt 2 thirds of the way between *Zoffa* and the Mouth of the River of *Torteſa*, you ſee ſeveral Heaps of Salt on the Iſlands, which at a Diſtance appears very white, and 2 Watch-Towers; that which is to the NE. ſquare, and a large Cottage between both; you likewiſe perceive ſeveral little ſhrubby Hillocks, which a far off reſemble Trees. The Tower of St. *John* beforemention'd, appears above theſe low Lands, and even ſeems to be contiguous to them.

The

The River of *Tortoſa* is at the End of theſe low Lands I have been ſpeaking of, into which little Barks and Tartans may Enter. The Mouth of this River is known by the foamy Waters that run out of it; and by ſome Fiſher-men's Cottages which are on the Starboard-ſide of the Entrance, and on the Left you ſee the Towers that belong to the Salt Pitts, and that of St. *John* a little farther off. You may anchor off of the Mouth of this River, within a ſmall ½ League of the Land, where you will have 4 and 5 Fathom Water, ſoft muddy Ground. The River of *Tortoſa*.

The SE. Wind blows full into the Mouth: The Town of *Tortoſa* is about 6 Miles up the River, on the Right-hand. About 5 Miles to the Northward of the Mouth of this River, there is a large round Tower ſtanding on the Sea-ſide, and between that and this Tower, there are 2 other ſmaller ones, both likewiſe on the Sea-ſide. From the Mouth of the River of *Tortoſa* to the Point of *Salo*, the Courſe is NE. about 37 Miles, between both the Land lies hollow and low with ſeveral Towns, Villages, and Watch-Towers, diſpers'd along the Coaſt, which for the moſt part is ſandy, but more in the Country Mountainous. When you are before the River of *Tortoſa*, you begin to diſcover the Point of *Salo*, which reſembles a low black Iſland with ſome Spots of white Sand; you eſpy it in the ſame manner from the Eaſtward.

The Road of *Salo* is to the Weſtward of a long Point which ſtretches about ½ a League into the Sea; This Point is of a moderate heighth, and at the End of it there is an old Watch-Tower falling into Ruins, which helps you to know it: A little more within upon the ſame Point there is an Octagonal Tower, with Three Peices of Cannon in it, to Defend the Road. *Salo* Road.

To the Weſtward of this Tower on the Sea-ſide, there is another ſquare Tower, with ſome old Ruins near it, and Two Fiſher-mens Cottages; which are about a Quarter of a League NW. from the Great Tower. The uſual Place of anchoring is between theſe 2 Towers, a good Quarter of a League from the Shoar, where you have 6, 8 and 9 Fathom Water, the Ground Graſs and Mud: the Anchors hold ſo well here, that you are forc'd to get them up every now and then.

You may anchor any where here abouts with Ships and Galleys, but you muſt not come too near Shoar with Ships, becauſe if you have a mind to weigh anchor with the Wind at South, you will not be able to get about the Point. The Winds you are expos'd to here, are between ESE. and WSW; the South Wind blows directly in. It is obſerv'd however, that this Wind ſeldom blows home, but the Swell does: The Winds at NW. are very violent ſometimes, tho' they come from the Land. About 4 or 500 Fathom NW. from this old Tower which ſtands on the Sea-ſide, there are ſome Brooks, where you may get Water. All this Land is very Low, and you ſee ſeveral Towns and Villages lying at the Foot of the Mountains; For about 2 Leagues from the Sea-ſide, the Country is all very Mountainous.

About a League to the Northward of the great Tower of *Salo*, there is a ſmall Town called *Sergue*, where Barks and other Veſſels go to Load with Wine; you likewiſe get there plenty of Figgs. The Latitude is 41 deg. 2 min. and the Variation between 5 and 6 Degrees NW.

When you come from the Eaſtward, and are about 8 or 10 Leagues from the Point of *Salo*, you cannot diſcover it, unleſs you are 8 or 9 Miles diſtant from the Shoar, becauſe near the Land you diſcover firſt the Point of *Tamaril*, which is not unlike *Salo* Point; but keeping a little out, you diſcover *Salo*, which appears like an Iſland, with little Hillocks, and the Land of a blackiſh Colour. However as you approach nearer, you diſcover Spots of white Sand which helps you to know it, as likewiſe the old Tower on the Top of the Point. You may anchor to the Eaſtward of *Salo* Point, in Caſe you cannot get about it.

About 7 Miles NE. by N. from the Point of *Salo*, lies the Town of *Terragona*. The Land between the Town and the Point lies in a ſandy Bay, and about half way there is a ſmall River, with ſome large Houſes near it. *Terragona* is a fortifyed Town, ſituated on a riſing Ground, within a ſmall Cannon-ſhot of the Sea-ſide. It has towards the Sea, ſome half Moons and Redoubts, and on the Sea-ſide there is a Hexagonal Tower with Three Pieces of Cannon, for the Defence of the Road. There is a ſmall Mole over againſt this Tower, which runs about 70 Fathom into the Sea, which is only proper for a Landing Place, and to ſhelter ſmall Barks from Eaſterly Winds. To the Weſtward of this Mole there are ſome old demoliſh'd Fortifications, and ſome Fiſhermens Cottages. The Place of watering is in ſome Gardens, that are 5 or 600 Fathom to the Weſtward, where there is a ſmall River with a Bridge, and ſome large Houſes ſtanding on the Sea-ſide. The uſual Place of anchoring is to the SW. of the Mole, within a ſmall Cannon-ſhot of it, in 8 or 9 Fathom Water, fine ſandy Ground; but this Anchorage is not very good, unleſs the Winds come from the Land. *Terragona*.

Tamaril. About 2 Miles NE. from *Terragona*, there is a large Village call'd *Tamaril*, about half a League from the Sea; It ſtands on a ſmall riſing Ground, and appears at a Diſtance, like a large white Cittadel. When you come from the Eaſtward to go to *Salo*, and are about 8 or 10 Leagues off from the Point of *Salo*, you cannot diſcover it becauſe of the Point of *Tamaril*, which has a Chappel and ſome white houſes on the Top, and a little more above to the NE, you diſcover the Village of *Tamaril*, which reſembles *Terragona*, which you perceive immediately after. You ſee a great Church in the middle of the Village.

You may anchor to the Eaſtward of the Point of *Tamaril* with Barks and Tartans, as likewiſe all along the Coaſt ſo far as *Barcelona*. From *Salo* Point to the Point of Caſtle *Fero*, it is about 12 Leagues, the Courſe ENE. a little to the Eaſtward: The Coaſt is even, almoſt all the way, the Land being low and Sandy near to the Sea-ſide, with ſeveral Towns, Villages and Watch-Towers diſpers'd along, before which you may anchor with the Land Winds, but in the Country it is very Mountainous.

Sigla. About 5 or 6 Miles to the Weſtward of the Point of Caſtle *Fero*, lies the ſmall Town of *Sigla*, near to a ſmall Point, on the Sea-ſide, and in the middle of a Sandy Shoar. You know this Point by a large Church, which ſtands on it with high Walls, and 2 Windmills to the Eaſtward of it. You ſee ſeveral Houſes and Fiſhermens Cottages all along this ſhoare, and you meet with all ſorts of Refreſhments here. You may anchor with Galleys to the Weſtward of this little Point over againſt the ſandy Beach, eſpecially with the Land Winds, but Barks and other ſmall Veſſels may go cloſe to the Point, upon which the abovementioned Church ſtands, which ſhelters them from the ENE. Winds. The Winds this place is expoſed to, are the S. and SSE. which blow full in.

Caſtle *Fero* Cape *de Fero* is about 5 or 6 Miles to the Eaſtward of *Sigla*, being a long Point of blackiſh Rocks, on the End of which ſtands a Watch-Tower, between the Point of *Sigla* and this, the Coaſt is very high, except about half way, where there is a ſmall Valley with Two or Three Houſes in it. To the Eaſtward of Cape *Fero* there is a ſmall Village on the Sea-ſide, and a little higher up, on a little Hill, is the Caſtle of *Fero*. Over againſt this Village there is a ſmall Bay, where you may anchor with the Winds at WNW. and North, in 8, 9 and 12 Fathom Water, ſandy Ground. About 5 Leagues ENE. from the Point of Caſtle *Ferro*, is the Mountain of *Mountjovi* near *Barrcelona*; between this Point and *Mountjovi* you have a large Plain cover'd with Trees, and a long ſandy Shoar, with ſome ſandy Points which ſtretch a great way out into the Sea, ſo that when you would come from Caſtle *Fero* to *Barcelona*, you muſt take great Compaſs to avoid theſe Points.

The River of *Lobregat*. The River of *Lobregat* is about a ſmall Leagne to the SSW. of *Mountjovi*; you diſtinguiſh it by a large round Tower that ſtands on the Bank of the River on the Right-hand, as likewiſe by a Houſe that ſtands on the Left. This Tower has two good Peices of Cannon to defend the Rivers Mouth, whoſe Banks on each ſide are adorn'd with ſeveral large Trees.

To the Weſtward of the Mountain of *Mountjovi*, there is another ſmall Branch of a River.

The Currents do generally ſet pretty ſwiftly to the SW. all along this Coaſt.

Montjovi. *Mountjovi* is very eaſily known, appearing at a Diſtance like an Iſland, and the Awning of a Galley, it is ſteep towards the Sea, but on the Land-ſide it is not very high. When you come from the Offing, you perceive over the Plain of *Lobregat*, a large, high, ragged Mountain, which ſtands a great way in the Country. It is call'd *Monſerrat*, and is famous for the Concourſe of People who travel there out of Devotion. The Top of *Mountjovi* is extreamly well fortified; this Mountain is very ſteep to the Seaward, but on the Land-ſide, and towards the Town of *Barcelona* is pretty acceſſible, and almoſt half way up the Mountain there is an Oratory, near to which ſtands a Battery to defend the Port.

You may anchor all along on the Coaſt of *Lobregat*, as the Winds favour you, but the uſual Place of anchoring is almoſt abreaſt of the Mouth of the River, bringing the Tower to bear off you WNW. about half a League, becauſe the Tower is a little way diſtant from the Sea-ſide; you have then 14 and 15 Fathom Water, the Ground a muddy Clay; the Anchors hold here ſo well, that every now and then you are forc'd to weigh them. You may likewiſe anchor in time of Peace, between the River, and the Mountain of *Montjovi*.

Barcelona. *Barcelona* is a large City, the Capital of *Catalonia*; it ſtands in a great Plain, to the Northward of the Foot of the Mountain of *Montjovi*. There is a Mole before the Town, which extends about 400 Fathom to the Southward; at the End of it there is a Battery, with a fort of

of ſquare Tower in the Form of a Pyramid, on which there is a Lanthorn, where a Fire is kept every Night for you to know the Entrance into the Harbour; there is likewiſe another Battery of Cannon upon the Mole, between the Lanthorn and the Town. To the N.E. of the Mole, there are two Redoubts with ſome Pieces of Cannon in them to defend it; the Town is beſides very well fortified.

Barcelona-Mole. When you would ſail into the Harbour or Mole of *Barcelona*, you muſt take care to keep about half a Cable's Length from the Head of the Mole, becauſe of ſome looſe Rocks which the Sea has waſh'd away. There is nothing to fear on the Side of *Montjoui*, and you may paſs in Mid-Channel, if you will, and afterwards anchor within the Lanthorn, over-againſt the ſecond Battery, obſerving to range your ſelf along the Mole with your Stern to the Town, and your Head to the Sea, mooring under four; you muſt not come quite cloſe to the Mole, nor go too far in, there being only 7 or 8 Foot Water, a Galley's Length from the Mole. There is a ſmall Chappel, and an Office of Health, upon the Mole between the ſecond Battery and the Town. Galleys generally anchor between this Battery and the Chappel, a long the Side of the Mole, as above, in 10, 12 and 13 fathom Water, muddy Ground. You muſt not go farther in than this Chappel, nor indeed ſo far as it, there being no more than ſix foot Water; but in the middle of the Mole where Ships may anchor, you have 15 and 16 Foot. When the Winds are at SS. E. there runs ſo great a Sea, that you have much a-do to land at the Mole. You water at a Well without the Town, near to the Ditch on the ſame Side as the Mole, and likewiſe at ſome others at the Entrance into the Town. The Latitude is 41 d. 21 m. and the Variation between 5 and 6 Degrees N.W.

Barcelona-Road. The uſual Place of Anchorage for Ships, is at a Cannon-ſhot's diſtance from the Lanthorn to the Eaſtward, in 15, 18 and 20 fathom Water, good clay Ground, but you muſt be careful now and then to weigh your Anchors; the Currents ſet generally pretty ſwiftly to the S. W. and ſometimes to the N. W. according as the Winds have blown. From *Barcelona* as far as *Blane*, the Coaſt is very high a little way in the Country, but towards the Sea, it lies all in fine Plains, cover'd with Towns, Villages and Towers, and you may anchor all along here with Land-Breezes.

Mongat. About five Miles N.E. from the Mole of *Barcelona*, there is a ſquare Tower, and ſome Houſes adjoining, call'd the Tower of *Mongat*, which ſerves for a *Lazarette*, or Sick-Hoſpital to the Town of *Barcelona*; it ſtands on an advanced Point in the Sea; between *Barcelona* and this Point the Coaſt is very ſandy.

Badelonne. Half a League to the Weſtward of the Tower of *Mongat* lies a ſmall Village, call'd *Badelonne*, about a quarter of a League from the Sea-ſide; and a Mile to the Weſtward of this Village, there are ſome large Houſes ſtanding together, call'd St. *Martin*. It was here that all the warlike Proviſions for the Siege of *Barcelona* were landed, when the Duke of *Vendoſme* took it in 1697. To the Eaſtward of the Tower of *Mongat*, and not far from it, there are two other ſmall round Watch-Towers on the Sea-ſide, and a few Houſes.

Villa-Sau. About ſix or ſeven Miles to the Eaſtward of *Mongat* lies the Village of *Villa-Sau*, and between this Place and the Point, there is another Village, call'd *Almaria*. *Villa-Sau* is a ſmall Village ſtanding on the Sea-ſide, with three ſmall Towers before it, which ſerve you to know it, and between this Village and *Mataro*, there is another ſmall Village.

Mataro. About five Leagues N.E. by E. from *Barcelona* lies the Town of *Mataro*, in a very fine Plain within a ſmall Cannon-ſhot of the Sea. You know it by three great Steeples which are in the Town, and a large Current without it to the Weſtward. There was formerly againſt the Town and near the Sea-ſide a Forr, but at preſent there are nothing but the Ruins left, with a ſorry Tower, and ſome Fiſher-mens Houſes near it. You may anchor before *Mataro*, at a Cannon-ſhot's diſtance from the Tower, in 9 and 10 fathom Water, muddy Ground. but you have no Shelter, but from Land-winds. The Fiſher-men of the Place ſay, That two Miles from the Beach of *Mataro* there is a Ledge of Rocks under Water, with only 5 or 6 fathom water over them; for which reaſon when you would anchor before the Town, you muſt anchor at leaſt a Mile from the Beach, but this is left to the Diſcretion of the Pilot.

Arens. About three Miles N. E. from *Mataro* there is a large Village on the Sea-ſide call'd *Arens*, between which and the Town of *Mataro* there is another ſmall Village inhabited by Fiſhermen, likewiſe on the Sea-ſide; to the Weſtward of *Arens* there ſtands a round Tower on a little

little riſing Ground, and a large Church with two Steeples ſtands in the middle of the Village, and near it to the Eaſtward there is a Convent of *Capuchin* Fryars, with another near it, by which you know it. You may anchor within a ſmall Cannon-ſhot of the Village, in 10, 12 and 15 fathom Water, according as you have a mind to be near the Shore.

St. Paul. Two Miles N.E. from the Village of *Arens* lies the Village of St. *Paul*, on the Sea-ſide and is known by a large Convent near it to the Weſtward.

Conville. About a Mile N.E. from St. *Paul* is a ſmall Village call'd *Conville*, ſtanding on the Sea-ſide; it has no Towers about it worth any Notice, only a large white Houſe on a ſmall riſing Ground to the Eaſtward; but between St. *Paul* and this Village there are two Watch-Towers on 2 ſmall Points.

Canet. The Village of *Canet* is ſituated on the Sea-ſide, a Mile N.E. from *Conville*.

St. *Jean de Pinede.* Half a League N.E. from *Canet*, is the large Village of St. *Jean de Pinede*, ſtanding in a Plain at ſome diſtance from the Sea-ſide; it is diſtinguiſh'd by a large Church which is at the upper end of the Village, as likewiſe by ſeveral Trees which ſtand about the Store-Houſes; there is a ſmall Tower near to this Village to the Eaſtward.

Taville. About 2 Miles to the Eaſtward of St. *Jean de Pinede*, there is a ſmall Village call'd *Taville*, ſtanding on the Sea-ſide, and another ſmall Village call'd *Malgrat*, a little more up in the Country between this Place and St. *Jean de Pinede*. There is a ſmall Watch-Tower, with a few Houſes, between *Malgrat* and *Taville*; and a little above the Village of *Taville*, there's a ſort of Caſtle upon a riſing Ground, about half a League diſtant from the Sea.

Blane. About four Miles to the Eaſt of *Taville*, lies the large Village of *Blane*, between both Places there is a large Plain, through which there runs a ſmall River with Trees on its Banks; this River forms a long Point of Sand, which runs out a quarter of a League into the Sea, and theſe Trees help you to know it. The Village of *Blane* is ſituated on the Sea-ſide, a Mile and a half to the Eaſtward of the Mouth of the River. Oppoſite to the Village of *Blane* there is a large Convent appearing in Decay, which helps you to know it; and between the River and the Village you ſee a ſort of a Tower on a Hillock.

To the Eaſtward of this Village there is a large Point which ſtretches a little way into the Sea, which appears like an Iſland at a diſtance, and on the Extremity of it there is a large Convent of *Capuchin* Fryars; when you are near the Coaſt, you ſee a little above this Convent, on a riſing Ground, a large oval Tower, with ſome Fortifications about it. You likewiſe ſee a little farther up on a higher Eminence, another round Tower, with ſome Fortifications about it. Near to this Point to the Weſtward, there are two or three Rocks above Water. You may anchor with Galleys and midling Veſſels over-againſt the Village of *Blane*, with the Land-Winds; and you are ſhelter'd there from Weſtwardly Winds, by means of the River's Point which ſtretches out.

Obſervations. When you come from the Weſtward, and are out in the Offing over-againſt this Coaſt, you diſcover between *Mataro* and *Blane*, a little nearer to *Mataro*, a high pointed Mountain, in Shape of a Sugar-Loaf, and to the Eaſtward of this Mountain you ſee another with a flat Top, which helps you to know this Place. The Currents along this Coaſt do, as along the reſt of the Coaſt, generally ſet to the S.W. and ſometimes to the N.E.

You may eaſily know, eſpecially on the Coaſts, what is call'd the Currents, that is, which way the Waters run, you need only obſerve the Cork Buoys, which the Fiſhermen uſe to know and keep up their Nets, and obſerve which way they are carry'd, and you may be certain that the Currents run that way; you will afterwards know by the Compaſs the Points of the Wind that they ſet. The Knowledge of the Currents, which are not very regular in theſe Seas, are of great Importance, eſpcially when you ſail along the Coaſt, that you may the better reckon the way you make, eſpecially in the Night-time, or in a Fog; and no doubt the nearer you are to the Shore, the greater ought to be your Attention.

It is likewiſe very proper to obſerve which are the Winds that do generally reign here, and in what Seaſons; upon which my Obſervation has been, that, on the Coaſts of *Spain* the S. and S.S.W. Winds, which they call *Ponentes*, do generally blow in the Day, during the Summer; and about the Evening they die away, and in the Night you have Land-Breezes. During the fair Seaſon, you may anchor all along this Coaſt, that is, from *Barcelona*, as far as *l'Eſtret*; but from *l' Eſtret* to St. *Philipe*, the Land is all along high and deep, without any Place for Anchorage.

About

About four or five Miles N.E. by E. ſtands the Village of *l'Eoret* on the Sea-ſide, with a ſandy Creek, or Beach, about a Mile and a half wide; you may anchor againſt this Village with the Land Winds in 10 or 12 Fathom Water, muddy, ſandy Ground, and even with the Winds at N.E. eſpecially with Galleys, and other middling Veſſels. On the Weſtern Point there is a ſort of a ſmall Caſtle, in the middle of which ſtands a Church. Oppoſite to the Village there is a Tower to defend the Avenue to it. The Village is known by a large Church, which ſtands in the middle of the Place. At the Eaſtern Point of *l' Eoret* there are ſome Rocks near the Land, above Water. *L'Eoret.*

About four or five Miles E. by N. from *l'Eoret*, ſtands the Village of *Touſe*, which is a walled Place; it lies in a little Bay behind a large Point which forms a ſmall ſandy Creek to the Weſtward, where you may anchor with two or three Gallies with the Land-Winds; off of the N. E. Point of this Bay there are a few ſmall Rocks above Water. This Village does not appear in Sight until you are over-againſt the Bay, and you cannot perceive it either from the Eaſtward or Weſtward. On the Point of *Touſe*, which ſtretches a little way into the Sea, there is a ſort of a ſquare Fort, with a Tower and ſome Fortifications, which are diſcover'd on each ſide a great way off; this Point, when you range along the Coaſt appears like a *Peninſula*. From *l' Eoret* to *Touſe*, the Coaſt is very high and ſteep; you ſee ſome Rocks above Water near the Shore, but no Place for Anchoring. *Touſe.*

All along theſe Coaſts, in the Night-time, you ſee ſeveral Fires in the Fiſher-mens Boats, which paſs backwards and forwards, which is their way of catching Anchovies and Sardines. I thought proper to take notice of this, that you might not think thoſe Fires were on the Shore, which might deceive you in your Courſe. You likewiſe perceive, at a diſtance, ſeveral Fires of the Charcoal-makers up in the Mountains.

About ſix or ſeven Miles E.NE from *Touſe*-Point, lies the Point of St. *Philion*; between theſe two Points the Coaſt is clear, and ſteep almoſt all along; about half way there is a ſmall ſquare Tower on a Point near the Sea-ſide, and another a little higher up, on a riſing Ground. You know St. *Philion*, when you come from the Weſtward, by a Tower which is upon the firſt Point; this Tower was demoliſh'd in the laſt War. This Point is very high, and at the end of it is a great Rock, which is ſo near to it, that you can ſcarce perceive that it is ſeparated from it. When you come from the Eaſtward, you diſcover the Eaſtermoſt Point of St. *Philion*, which is likewiſe very high; on this Point you ſee two Pillars, which ſerve you to know it, and at the end of the Point there are two or three great Rocks near the Land, with ſome others, which appear like Boats at a little diſtance from the Coaſt. St. *Philion*

Between theſe two Points there is a Bay with a ſandy Shore, about 450 Fathom deep, and almoſt as many over. In the Bottom of this Bay you ſee the ſmall Town of St. *Philion*, ſtanding in a fine Plain; this Town was formerly fortified with very good Walls, and ſeveral Towers, but in 1696 when the Duke of *Vendoſme* took *Barcelona*, he entirely demoliſhed all its Towers and Fortifications, and razed the Walls of the Town. To the Weſtward of the Town there is a large Convent of *Franciſcan* Fryars, at the Foot of the Mountain, and to the Eaſtward ſeveral Fiſhermens Warehouſes. You may anchor here with 7 or 8 Galleys with the Winds at SW. W. and as far as E.N.E. there does not want room for many more Galleys, but they would not be ſhelter'd from the Sea-winds. In the middle of the Anchoring-Place you have 7, 8 and 10 Fathom Water, and between the Points 18 and 20 Fathom. In the Bottom of the Bay, and to the Eaſtward, there is a large Rock which looks like an Iſland, where there is a Guard kept, and formerly there was a Battery of Cannon there.

You water out of ſeveral Wells both within and without the Town; the Winds that you are expos'd to here, is S.S.E. You are here very much expos'd to the Sea-winds, by which you muſt take care never to let your ſelf be ſurpriz'd.

About a Mile and a half N.E. from Point St. *Philion*, there is a long Point of a moderate Height, which is the S.W. Point of the Bay of *Palamos*, at the end of it there is a Shoal almoſt level with the Water, where you ſometimes ſee the Sea break; it is a Cable's Length from the Shore. From this Point which is to the Weſt of *Palamos*, it is about three Miles N.N.E. on this laſt Point there is a round Tower, and ſome Houſes adjoyning; between theſe two Points the Shore is ſandy, with a little hollow, and a fine Plain, in which you ſee a great Village call'd *Valda*. *Valda.*

Palamos. The Point of *Palamos* is about nine or ten Miles N.E. from the Point of St. Philip, between theſe two Points there is a large Creek with a ſandy Bank; at the Eaſtern end of the Bay on the Sea-ſide, ſtands the ſmall Town of *Palamos*, which was formerly a fortified Place, but ras'd the laſt War. Here is a Mole which runs about eighty Fathom into the Sea, to the Weſtward, in which you place ſeven or eight Gallies, provided they keep their Oars within Board, and obſerve to lie with the Stern to the Mole, and their Head to the Shore, and to moore with four Moorings, you have 2 or 3 Fathom water in the Mole, muddy Ground. You muſt take care to be very well moor'd to the N. W. notwithſtanding that this Wind comes from the Land; for as it paſſes between two Mountains, it is very violent, and the People of the Country aſſure me, that no Veſſels are caſt away there, but by this Wind. The Sea-winds from the S.W. to the E.S.E. blow full upon the Shore of *Palamos*. On the N.E. Shore of *Palamos*, which ſtretches a little way into the Sea, you ſee the Ruins of a Fortreſs which was demoliſh'd, when it was taken by the Army of *France*; on the end of this Point there is a Windmill, which guides you to know it.

Near to this Point there are two Rocks above Water, between which and the Land you can only paſs in Boats. When you come from the Eaſtward, and would anchor in the Mole of *Palamos*, you muſt not come too near the Coaſt between this Point and the Head of the Mole, becauſe of ſeveral Rocks which lie there above and under Water. There is beſides a Rock under Water, half a Cable's Length from the S.W. end of the Point; but notwithſtanding that, you muſt not keep above a Muſquet-ſhot off, by reaſon of another Danger that I ſhall ſpeak of anon. You water at a Fountain out of the Town, near to a Village, which ſtands in a Plain, within a ſmall Cannon-ſhot of the Town. The Latitude is 41 deg. 48 min. and the Variation between 5 and 6 Degrees to the N.W.

About a Cannon's-ſhot S.S.W. from the Windmill which ſtands on the N. E. Point of *Palamos*, above-mention'd, there is a very dangerous Rock under Water, with only eight Foot Water upon it; it is not very large, and has 12, 15 and 20 Fathom Water all about it. When you are upon this Rock, the Windmill bears off you N. N. E. which is one Mark, and for another Mark, you muſt look out for a Houſe which ſtands on a little riſing Ground almoſt in the middle of the Bay, between two black Rocks, which are on the Sea-ſhore, and bring thoſe Rocks to bear N.W. of you. You may anchor with Ships all along the Bay of *Palamos*; but the beſt Anchorage is to the Weſtward, over-againſt the Tower upon the Point, you may likewiſe anchor with Gallies before *Valda*, with the Winds at Weſt and S. W. but all this Anchorage is only proper when you are oblig'd to put in here, and in that caſe you muſt take great Care not to let your ſelf be ſurpriz'd by the Winds this Place is expos'd to N. ar to the Point of *Palamos* that the Windmills ſtand on, to the Eaſtward, there is a large round Point call'd Cape *Gros*, and to the Eaſtward of it there is a ſmall ſandy Bay, where you may anchor with Galleys, with the Winds at S.W. W. and N. W. you have here 8 and 9 Fathom Water, Sand and Mud, a few Galleys may carry their Moorings aſhore to the Point.

You may anchor all along this Place, according as the Winds are. There ſtands a few Houſes on a low Point on your Right-hand; it was here that we landed all our warlike Proviſions for the Siege of *Palamos*.

About four Miles E. by N. from the Point of *Palamos*, there are ſome Rocks above Water, which they call the *Fornigues*, about a ſmall Cannon-ſhot from the Shore. You may paſs between the Land and theſe Rocks with Galleys without any Fear, there being five and ſix Fathom Water in the Paſſage; but you muſt keep nearer to the Rocks than the Coaſt, becauſe of ſome other Rocks lying near the Shore, level with the Water, as likewiſe a low Point that ſtretches out under Water. If you would paſs without theſe Rocks, you muſt uſe your Diſcretion in the Diſtance you keep from them, foraſmuch as there are ſome Rocks under Water a little more than a Cable and a half's Length farther out.

Pala Fregoſa. Between the Point of Cape *Gros* near *Palamos*, and the *Fornigues* Rocks, there is a ſmall Bay with a ſandy Shore, in which ſtands a ſmall Village inhabited by Fiſhermen near the Sea-ſide, call'd *Pala Fregoſa*; to the Eaſtward there is a Watch-Tower on a Point of Rocks, and ſome Embraſures near it.

Cape St. Sebaſtian. About two or three Miles N. E. by E. from the *Fornigues* Rocks of *Palamos*, ſtands Cape St. *Sebaſtian*, which is a very large Cape, and ſtretches out the moſt of any upon the Coaſt; on the Top of it ſtands a Tower of almoſt an oval Form, and ſome Houſes adjoining. About

About 2 or 3 Miles NNE. from Cape *St. Sebaſtian*, lies Cape *Begu*, and between theſe Two Capes there is a large Point ſtretching a little way out, call'd Cape St. *Anthony*, near to which to the Weſtward, where there are 2 or 3 Houſes, there is a large Rock above Water, but there is no anchoring between theſe 2 Capes. Cape Begu

Near to Cape *Begu* N. by E. there is a Point of Rocks of a moderate height, behind which to the Northward ſtands the ſmall Village of *Begu*; at the Weſtermoſt End of a ſmall Bay, but you cannot diſcover it, untill you are over againſt it. There are ſome Rocks cloſe to the end of this Point above water. The Bay or rather Creek of *Begu*, is only 150 Fathom wide, and its Mouth lies to the SE. which Wind blows full in. This Place is only proper for ſmall Barks, and even thoſe they haul a-ſhoar, for fear of the Sea-winds, as is practis'd all along this Coaſt. The Inhabitants of all theſe Villages are almoſt all Fiſhermen, they Fiſh even for Corall about this Coaſt. On the Starboard Point as you go into *Begu*, there is a ſmall white Tower, and beyond it on a high Mountain ſtands an old Caſtle, with a round Tower near it, which appears a great way off. This Caſtle is as well diſcovered from the Southward as from the Northward, and is one of the Marks to know *Begu*.

About 5 Miles N. 5 deg. E. from the Northern Point of *Begu*, are the Iſlands *Medes*; between this Point and theſe Iſlands there is a large Bay with a ſandy Shoar, which is about 2 or 3 Miles deep, and is commonly call'd the Coaſt of *Tourille*, in which you may anchor with the Land Winds; However you muſt not come too near the Shoar, eſpecially near Cape *Begu*, oppoſite to a ſmall Valley, where there are ſome Fiſhermen's Warehouſes; you know this Place by the old Caſtle and Tower beforementioned, which ſtands above it. The Coaſt of *Tourille*.

You anchor over againſt this Coaſt at what Diſtance you pleaſe, for within a ſmall Cannon-ſhot of the Shoar, you have 10, 12 and 15 Fathom Water, ſandy muddy Ground. To the NE. of the Place of anchoring there ſtands a ſmall Watch-Tower, with ſome Fiſhermen's Warehouſes on the Sea-ſide; this Anchorage is only good to the Weſtward, where you are ſhelter'd by the Point of *Begu*, from the Winds between the SSE. and W.

At the extream End of this Place there are 2 or 3 ſmall Iſlands, call'd the Iſlands *Medes*, they are about a Patararo-ſhot diſtant from the Coaſt, the innermoſt is largeſt, upon the Second, which is very ſteep, there is a ſmall Fort of Two Guns to defend the anchoring Place. Without this Iſland, and very near it, there are Two large Rocks, one of which is in form of a Sugar-Loaf, and appears at a Diſtance like a Ship under Sail, eſpecially when the Sun ſhines upon it, you may range as near to it as you will. You may likewiſe paſs between the great Iſland and the Land without any Danger, if you keep in mid Channel; there are 2 Rocks above Water of the bigneſs of Two Tonns, which are near the large Iſland towards the Land, but there is no Danger from them. The Iſlands *Medes*.

What is generally call'd *L' Eſtardies*, is nothing elſe but the anchoring Place of the *Medes*; and is a ſmall Creek between the Coaſt and the Iſlands, in which are Two Fiſhermen's Store-houſes, over againſt which you anchor; that is, between the Iſland and the Land, a little nearer to the Coaſt than to the Iſland, where you find 5, 6 and 7 Fathom Water, ſandy muddy Ground; but you muſt not come to near too the Weſtern Point, becauſe of a long Point of Sand that runs out above Two Cables Length under Water. There is room for a few Galleys to carry their Mooring aſhoar to the Northward. When the Winds are at E. you may anchor to the Weſtward of the largeſt Iſland of the *Medes*, having an Anchor down and a Mooring upon the Iſland, but you muſt take care not to be ſurpriz'd by the Sea-Winds. The Town of *Tourille* ſtands to the Northward of the abovementioned Coaſt, at a Little Diſtance from the Sea-ſide. *L'Eſtardies*

All along this Coaſt you ſee ſeveral Towns and Villages, and almoſt in the middle, the River *Ter* runs into the Sea, paſſing by the Town of *Gironne*, and is known by the Trees which grow upon its Banks.

From the Iſlands *Medes* to the Point of *Calaſiguiere*, which is the NE. Point of the Bay of *Roſes*, it is about 5 Leagues North, 6 Degrees Eaſt; between both there is a great Gulf, call'd the Bay of *Roſes*, which is about 12 Miles wide, and almoſt as many deep. The Bay of *Roſes* is very remarkable to be known, both from the great Inlet of Land which you cannot ſee at a Diſtance, and from the Iſlands *Medes*, which are eaſily diſtinguiſhed when you come near them, and from the Northern Point of *Calaſiguiere*, which is very high; when you come near the Land, you diſcover ſeveral Towns and Villages in a very large Plain. Amongſt the reſt the Town of, The Bay of *Roſes*.

Caſtillon,

Caſtillon, which appears in the middle of the Bay, with a great Church in the middle; this Town appears to you to ſtand on the Sea-ſide, tho' it be a good League off. About a League to the Southward of *Caſtillon* you ſee a large Village call'd St. *Pierre le Peſcador*, about a Leagues Diſtance from the Sea.

About 4 or 5 Miles NW. from the Iſlands *Medes*, you ſee a ſmall round Tower call'd the Tower *Mongon*, on a ſteep Point. About Two Miles within this Point there is a large Village
L'Eſcalle. call'd *L' Eſcalle*, ſituated on a flat Ground near the Sea-ſide, near to which is a ſmall Tower. The Coaſt between the Tower of *Mongon* and *L' Eſcalle* lies in a little ſandy Bay, with ſome Rocks above Water near the Shoar, over againſt which you may anchor with Galleys, within a ſmall Cannon-ſhot of the Beach, in 15 and 18 Fathom Water, ſandy muddy Ground.

Cloſe to the Village of *L' Eſcalle*, as you ſtand in to the Bottom of the Bay of *Roſes*, you ſee a large Monaſtery on a low Point, which appears at a Diſtance like an Iſland, there are ſome ſmall Fortifications about this Monaſtery, which look at a Diſtance like a Cittadel. Within this Point there is another Village, near to which the River *Emporia* runs into the Sea; this River paſſes by St. *Pierre le Peſcador*, and is known by a great many Trees that ſtand on its Banks About 4 or 5 Miles Weſt from the Point of *Calafiguiere*, which is the North Point of the Bay of *Roſes*, there is another Point ſtretching a little way into the Sea, upon which is a ſmall Fort called the *Bouton* of *Roſes*, or the Fort of *Trinity*; between theſe 2 Points there is a third, which ſtretches a litle way into the Sea, within which there are a few ſmall Bays with ſandy Shoars, and ſome Fiſhermen's Houſes.

Cittadel of *Roſes.* A large Mile to the NNW. of this Fort ſtands the Cittadel of *Roſes*, which is very large, having Five Baſtions, and ſurrounded with good Ditches, and fortified with half Moons, and other Out-Works; it ſtands on the Sea-ſide in a very fine Plain, to the Northward of the Bay; towards Fort *Trinity*, as likewiſe near the Cittadel there are ſeveral Fiſhermen's Ware-houſes. You may anchor all over the Bay of *Roſes*, with all ſorts of Ships, and even with a Fleet, as far out, or as near in as you will, but the general place of Anchorage is between the Cittadel and Point of Fort *Trinity*. Some anchor cloſe to this Point, where they carry their Moorings a-ſhoar, you have here 3, 4, 5, 6 and 7 Fathom Water, the Ground Graſs and Mud. If you are near this Point and have a Mooring a-ſhoar, you are ſhelter'd from the ESE. Winds. You muſt not come too near the Cittadel, there being but little Water. The Winds from the SW. to NW. are often very violent in this Bay, and even ſometimes the North Wind, which paſſes between 2 Mountains, but cauſes no great Sea.

You may likewiſe anchor in the Bottom of the Bay over againſt *Caſtillon*, in 5 or 6 Fathom Water, within a Cannon ſhot of the Shoar. Ships generally anchor almoſt in the middle of the Bay in 15 and 18 Fathom Water, ſandy muddy Ground.

You may Water to the Weſtward of the Cittadel, from the Rivolet which runs into the Ditch. The Latitude is 42 deg. 11 min. and the Variation between 5 and 6 Degrees.

The Northermoſt Cape of the Bay of *Roſes*, is a very ſteep large Point, at the Foot of which there is a great Rock above Water, and on the other ſide of the Point as you go to the Northward, there is a large Bay with 2 ſmall ſandy Beaches call'd *Calafiguiere*, in the largeſt you have very
Calafiguere good Convenience for watering and even for getting of Wood.

About 4 Miles NE. from the Northermoſt Point of the Bay of *Roſes*, is the Entrance into
Cadequie. *Cadequie*, which is a very good Port for Galleys, and even for Ships. I was there at the time of the taking of *Roſes* and *Cadequie*, where we had Thirty Galleys, ſeveral ſmall Barks, and Four Men of War of 60 and 70 Guns. This Port is ſituated between the Bay of *Roſes* and Cape *Creux*. The Dutch make no mention of this place no more than Monſieur *Bouchar* in his Sea *Flambeau*; it is eaſy to know that they had not long us'd theſe Coaſts, for if Monſieur *Bouchar* had ſeen *Cadequie*, he would not have ſaid that *Palamos* was the beſt Port in *Catalonia*. This Port is known by a high Mountain which ſtands on the Starboard-ſide as you go in, and by another ſtill higher, which is in the bottom of the Harbour, at the Foot of which is the Village *Cadequie*, in the middle of which you ſee a large white Church, by which you certainly know it. This Harbour is a good Mile deep, and 3 or 400 Fathom over in ſome Places: a little without the Harbour, on the Starboard-ſide as you go in, there is a large Rock in form of a Sugar-Loaf, with ſome ſmall ones about it.

And

And close to the Port, at the NE. End, there is a small Island of a moderate heighth, encompassed likewise with small Rocks; you cannot pass between the Land and this Island but in Boats.

Almost half way between the Land and the great Rock above-mentioned, and the Village of *Cadequie*, there are some small Rocks above, and level with the Water, which you leave on your Right-hand as you go in; you may range pretty near them, there being 5 and 6 Fathom Water, but between them and the Land there is room only for Boats. The Village of *Cadequie* is, as I have said before, in the Bottom of the Harbour, on a small rising Ground near the Sea; it was formerly well fortified, but the King of *France*, caus'd all its Fortifications to be demolish'd, when he made himself Master of it; on both of Sides of this Village there are several Fishermens Houses on the Sea-side; the Inhabitants are almost all Fishermen, and fish even for Coral. Galleys generally anchor opposite to the Village, with one Anchor down to the SW. and a Mooring a-shoar to the East; those that would anchor farther in, lie with their Stern towards the Village, and Moor with 4 Moorings: You are there in 3 and 4 Fathom Water, grassy muddy Ground. But almost in the middle of the Harbour there is 8, 10, 12 and 15 Fathom Water, the Ground the same. It is observed, that the Ground here lies in a deep Hole, the Water increasing to the middle, so that if the Anchors are not in that Hole, they are apt to drive, especially if they are beyond it, of which you must take Notice.

When you enter into the Port of *Cadequie*, you must not go too near the great Rock on the Starboard-side, because of some Shoals which are about it, especially if you come in the Night-time, in which Case you must look out for the Larboard Point, which is very high, and where you have nothing to fear, and you must at least find out well the Mouth of the Harbour, and when you see the Village in the Bottom, steer directly with it, observing the other small Rocks beforementioned, which lie on the Starboard-side On the Larboard-side as you go in, and opposite to these Rocks, there is a small Creek, with a little sandy Shoar, which is cover'd by the Cannon of *Cadequie*, where you may place 2 Galleys provided they are moor'd Head and Stern, that they may not fall foul of one another, there being little room without this Creek; as you stand into the Bottom of the Harbour, there is a Point like a *Peninsula*, at the End of which there is a small Ledge of Rocks which stretch out 30 Fathom, and are under Water, which you must avoid with Care.

Almost half way between this Point and the Village, there is a small Ledge of Rocks under Water, which are apt to spoil the Cables, unless great Care be taken to prevent it; there is only 5 or 6 Foot Water upon them; for which Reason it is better to carry your Moorings as much to the Eastward as you can. The Wind you are exposed to here is SSE. which blows full in, but causes no great Sea, because the Entrance is not wide, and all those Rocks break off the Sea, before it comes to the Anchoring Place. The West, North West, and NE. Winds are sometimes very violent here, because they come over a Valley between Two high Mountains; so it is very necessary that you take due Precaution against it. You Water behind the Village at a Fountain that is in the Gardens. The Latitude is 42 deg. 14 min. and the Variation between 5 and 6 Degrees to the NW.

About Two Miles NE. from the Entrance into *Cadequie*, there is a large Creek call'd Port *Ligat*, in which 7 or 8 Galleys may anchor, with the Winds from SE. to South and NE. carrying Moorings on both sides. You have here 3, 4 and 5 Fathom Water, muddy grassy Ground. Port *Ligat*

The Entrance of this Port lies to the Eastward. You see upon a Mountain in the Bottom the Ruins of a Tower, which the French demolish'd at the time of the taking of *Cadequie*.

It was in this Port that all the Troops were Landed, with the Cannon, Mortars, and Ammunition for the Seige of that Place, from which it is not above a Quarter of a League distant; on the Sea-side you see Two Fishermens Store-houses; you have no fresh Water here, unless you go for it a great way into the Valley. At the Mouth of this Port on the Larboard side, there is a Rock level with the Water, where the Sea breaks almost always, but it is very near the Land.

The Larboard Point as you go in is a large Island, near to which there is another Island still larger, and which is so near it that it is hard to distinguish at a Distance that they are Islands, there being no Passage between both, but for Boats. The Starboard Point is very high and steep, the N. Wind blows over it with a great deal of Violence, and in Squals. ESE. from the Entrance into Port *Ligat*, there are 2 large Rocks near each other, and some small ones about them, call'd the *Formigues*. You may pass without any fear between them and the Land, and even anchor there when you cannot reach *Cadequie* nor Port *Ligat*, the Ground being very good.

Cape *Creux* About 7 Miles NE. from the Harbour's Mouth of *Cadequie* is Cape *Creux*; but as you go there from Port *Cadequie*, eſpecially in the Night-time, you muſt take great Care of the *Farraguas* Rocks that lie in the way. Cape *Creux* is a long ragged blackiſh Point, ſtretching more out into the Sea, than all the other upon this Coaſt. This Point makes the beginning of the Gulf of *Lyons*, and is eaſily known by the Ruins of a Tower which is almoſt upon the Point, and was demoliſh'd, when *Cadequie* was taken. At the extream End of this Point there is a large Rock above Water, with ſome ſmall Ones near it, you may paſs in Boats between both. About 3 or 400 Fathom to the Eaſtward of theſe Rocks there is a ſmall Iſland of an oval Form which is pretty high; you may eaſily paſs between Cape *Creux* and this Iſland, without any Fear, keeping in mid-Channel, where you have 10 and 12 Fathom Water: You may even paſs 3 or 4 Galleys a-breaſt, keeping a little nearer to the Iſland, becauſe of the Rocks which are at the Point of Cape *Creux*. The Currents ſet here very ſwiftly to the SW. It is as eaſy to know Cape *Creux*, when you come from the Eaſtward, as when you come from the Weſtward, ſince it is the extreameſt part of the Coaſt, and the Beginning of the Gulf of *Lyons*; beſides the Iſland which is at the Point, gives you a perfect Knowledge of it. This Point cannot be perceived at more than 25 or 30 Miles Diſtance.

Selva. About 7 Miles WNW. from Cape *Creux* is the Point of *Selva*; this Cape directs you to the Knowledge of it, but you cannot ſee the Entrance but from the Eaſtward, until you are near the Land; this Point is of a moderate heighth, with here and there white Spots, and appears to you oppoſite to a high Mountain. The Road of *Selva* is pretty large, and Ships and Galleys may anchor there in caſe of Neceſſity, eſpecially when you come from the Eaſtward, and cannot double Cape *Creux*. It is a large ſandy Bay, in the Bottom of which to the Eaſtward, there is a ſmall flat Iſland, with ſeveral Fiſhermens Ware-houſes, over againſt which you may anchor with Galleys and other Veſſels, having an Anchor down to the NW. and a Mooring a-ſhoar near the Store-houſes, where you have 3 and 4 Fathom Water, muddy groſſy Ground: But Ships may anchor in the middle of the Road, in 6, 7 and 8 Fathom Water, fine ſandy Ground; in the Bottom of the Bay there is a ſmall Cask of freſh Water, and ſome Wells near the Store-houſes, where you get pretty good Water. The Wind you are expoſed to here is the NNE. which blows full into the Road; But if you are near the Store-houſes in 3 Fathom Water, you are ſhelter'd from almoſt all the Sea-winds.

Remarks. The Inhabitants of the Place ſay, that in this Port you have nothing to fear but the N.W. Wind, which notwithſtanding it comes from the Land, yet paſſing over a high Mountain makes it very violent, and blows in Squalls; therefore, ſince only that Wind is Dangerous, to guard your ſelf from it; you muſt anchor nearer to the Weſtern part of the Road, than the other, and carry good Moorings a-ſhoar. It is certain, however, this place is only to be us'd in Neceſſity, and then you muſt take Care not to be ſurpriz'd. Near the Larboard Point, as you go in, 25 or 30 Fathom SW. there are ſome Rocks under Water, with only 2 Fathom Water upon them. You may anchor any where in the middle of the Road, to be the better ready, according as the Wind changes, to carry a Mooring a-ſhoar on the one ſide or the other.

Lanoan. About 6 Miles W. by N. from the Point of *Selva*, is the Gulf of *Lanoan*, in the Bottom of which to the Southward, there is a ſmall round Iſland pretty high, between which and the Land you can only paſs in Boats. On the other ſide from this Iſland, there are ſome Fiſhermens Store-houſes, and before it a ſmall ſandy Bay with a Narrow River. You may anchor in this Bay with ſmall Veſſels and even with Galleys, provided you keep a little way out, and take Care not to be caught by the Winds which blow in here. The Village of *Lanoan* is about half a League in the Country, in a very fine Plain. On the other ſide of the River, there is likewiſe another Village near to a Point of Rocks, and beyond it a ſmall ſandy Creek.

About Three Miles N. by E. from the Iſland of *Lanoan*, there is a great Point call'd Cape

Cape *Negre* *Negre*, and about the ſame Diſtance more to the Northward is Cape *Bagnol*: But between theſe Two Points, a little nearer to Cape *Negre*, there is a Rock under Water, about 12 or 15 Fathom in Length, upon which you have only 5 or 6 Foot Water; this Rock is about 300 Fathom out from the Coaſt over againſt the higheſt part of the Mountain. To avoid this Rock, whether it be that you go from Cape *Creux* to Port *Vendre*, or from Port *Vendre* to Cape *Creux*, you have only to diſcover Fort St. *Elme de Collioure*, which you will ſee over the Point of Port *Vendre*, a little more within it, and when you ſee it, you are ſure you are a great way without the Rock, and conſequently have nothing to fear.

Between

Between this Rock and the Land, there is another almoſt half way.

Cape *d'Eſbiere.*

About ſix Miles to the Northward of *Bagnol*-Point is Cape *d'Eſbiere*, which is near to the Entrance of Port *Vendre*; between both the Land lies very hollow, with a few ſandy Beaches; in that which is neareſt to Cape *Bagnol* ſtands a Village of the ſame Name, which ſeparates *Catalonia* from *Rouſſillon*. When you cannot reach Port *Vendre*, you may anchor to the Weſtward of Cape *Eſbiere*, till fair Weather comes, over-againſt a ſandy Shore, S. From Cape *Creux* to Cape *d'Eſbiere*, the Courſe is NW. 5 deg. North, about twenty Miles. Cape *d'Eſbiere* is a large Point which ſtretches out the moſt of any upon the Coaſt, and near to it there is a very low Rock above Water.

Deſcription of the Coaſt of ROUSILLON.

Port *Vendre.*

PORT *Vendre* is about a Mile and a half to the N. W. of Cape *d' Eſbiere*, ſituated at the Foot of ſeveral Mountains; it is known by a great Rock above Water on the Larboard-ſide as you go in, about 30 or 40 Fathom off from the Point. On the Starboard-ſide there is a ſmall Fort with ſome Guns in it, and in the middle of the Fort a ſmall ſquare Tower, which ſerves for a Light-houſe. Port *Vendre* is about 400 Fathom deep, and in ſome Places 100 Fathom over: It was formerly a very good Port when it belonged to *Spain*; the Galleys could go into the very Bottom of it, from whence you could not ſee the Entrance, ſo that you were there as in a Mole, but at preſent it is choak'd up in ſeveral Places. When you would go into Port *Vendre*, you muſt paſs between the great Rock, which you leave on the Larboard-hand, and the Light-houſe that is on the Starboard; theſe two are about 100 Fathom diſtant from each other, and you have 9 and 10 Fathom Water; you may ſtand to one ſide and the other, for you have five and ſix Fathom very near.

You ſee on a riſing Ground on your Left-hand, a Redoubt of Stone-work, and a little farther in on the Right-hand, there are two ſmall Houſes on another Point, upon which there is another Redoubt like to the former. The uſual Place of Anchorage is between the Light-houſe and the Store-houſes, but you muſt not go beyond them, becauſe your Water fails you all of a ſudden.

Galleys range themſelves a-breaſt of one another, with their Heads to the Sea, having an Anchor down to the Eaſtward, and three Moorings aſhore, where they are in four, three and two Fathom Water, the Ground Graſs and Mud; but at preſent there are Pontons kept up, by which means you have Depth of Water in the very bottom of the Port on the Starboard-ſide. In the bottom of this Port, on a low Point oppoſite to the Entrance, there is a ſort of Fort, behind which there is in a Garden a Spring of very good Water, where you water very eaſily; but when you have a number of Galleys here, ſome go to Water at *Colioure*, which is not above half a League off. In the bottom of the Port, eſpecially on the Left-hand, there is no Depth of Water, the Starboard-ſide is deepeſt. The Winds this Place is expos'd to, is the NE. and ENE. which ſometimes cauſes a great Sea; the SW. and NW. Winds, which paſs between two high Mountains are alſo very violent, ſo that you muſt be aware of them.

In caſe of neceſſity, you may paſs with a Galley between the great Rock that lies at the Entrance, and the Southern Point, near to which you ſee ſome ſmall Rocks above Water; there is in the middle of this Paſſage 3, 4 and 5 Fathom Water, you may likewiſe anchor in a large Creek within this Rock, if you cannot reach into the Port. The Latitude of Port *Vendre* is 42 deg. 30 min. and the Variation 6 Degrees NW.

Colioure.

About half a League to the Northward of Port *Vendre*, lies the ſmall Town of *Colioure*, ſituated on the Sea-ſide in a ſort of a Bay, at the Foot of a riſing Ground that you ſee on your Right-hand as you go in, upon which is a Fort call'd *Mirdar*. Before the Town of *Colioure* there is a Bay, in the bottom of which to the Weſtward there is a pretty good Caſtle, ſtanding on a Point of Rocks near the Sea-ſide, and to the SW. in the bottom of a ſandy Creek, there are ſeveral Fiſhermens Houſes, with an old ruin'd Tower, near to which there is an ancient Monaſtery of *Jacobine* Fryars. You likewiſe know this Port by a ſmall Fort of Star-work, call'd Fort St. *Elme*, in the middle of which there is a Tower with ſome Guns in it, which defend both Port *Vendre* and *Colioure*; it ſtands on a pretty high Mountain, and is ſeen a great way off.

On

On the Starboard-ſide as you go in to Port *Colioure*, there is a ſmall Iſland of a moderate height, upon which is a little Chappel, but you cannot paſs between the Land and this Iſland, except in Boats; if there be a conſiderable Number of Galleys together, and they cannot all enter into Port *Vendre*, ſome of them may anchor in Port *Colioure*, though this is not a very good place, eſpecially with the Eaſt and NE. Winds, which cauſe a great Sea; you are pretty well here with the Winds at NNW. and Weſt, if you anchor in the middle of the Port before the Town, with an Anchor down to the ESE. and a Mooring aſhore near the Town, where you will be in three and four Fathom Water; but to ſpeak truly, this place is only proper for Boats, and even they are ſometimes forced to be hawl'd aſhore. When you are in Port *Vendre*, you come to this Town for Refreſhments and Water.

Cape *Leucatte.* About thirty two Miles North, ſeven Degrees Weſt from Port *Vendre*, lies Cape *Leucatte*, which is a long Point of a moderate Heighth, and pretty even, and on the Top of it there is a Watch-Tower. Between *Colioure* and this Point it is a long, low ſandy Coaſt, with a large Plain adjacent: The Town of *Perpignan*, the Capital of *Rouſſillon*, is 15 Miles NW. from *Colioure*, between this Town and the Point of *Colioure* you diſcover 2 other Towns, the one call'd *Argentiere*, and the other *Elne*, which is pretty large.

The Coaſt of *Canet.* There are three flat Iſlands, with ſandy Shores, which run from the Point of *Colioure* as far as Cape *Leucatte*, and within them there are large Lakes, which are almoſt a League over in ſome Places. The Town of *Perpignan* ſtands in a large Plain upon the Banks of a ſmall River, which empties it ſelf into theſe Lakes, and almoſt over-againſt the Mouth of this River, on the ſecond flat Iſland above-mention'd, there is a ſmall Village on the Sea-ſide call'd *Muſane*.

Canet. About five or ſix Miles North from this Village, upon the third Iſland, there is another ſmall Town call'd *Canet*, ſtanding alſo upon the Sea-ſide, before which you may anchor with Land-Winds. On the other ſide of the Lake, and almoſt oppoſite to *Canet*, there ſtands in the Plain, the ſmall Town of *Salce*, upon the Border of the Lake, and a little higher up to the Northward, there is a large Caſtle, which is the Caſtle of *Salce*.

Franquine. What they call *Franquine*, is a ſandy Creek to the Northward of the Point of Cape *Leucatte*, in which you may anchor with Galleys within a ſmall Cannon-ſhot of the Shore, in five or ſix Fathom Water, fine ſandy Ground; you are ſhelter'd here from the Winds between SSE. and NW. but the ENE. Wind blows full in, and you muſt not let your ſelf be ſurpriz'd by it: To ſay the Truth, theſe Anchoring-Places are only good in caſe of Neceſſity, and during the fine Weather Seaſon.

About five Miles North from Cape *Leucatte* there is a large Point, between which and the Cape there is a ſort of a Lake with a very narrow going in; in the bottom of this Lake, which is very ſhoal, ſtands the Town of *Leucatte*.

Deſcription of the Coaſt of LANGUEDOC.

Narbonne. ABOUT twenty Miles NE. by N. 5 deg. Eaſt from Cape *Leucatte*, lies Cape St. *Pierre*, which is a large Point ſtretching out a great way into the Sea, and forms with the other Cape a large Gulph, call'd the Gulph of *Narbonne*, about the middle of which is the River of *Narbonne*, upon which ſtands a Town of the ſame Name, ſix or ſeven Miles from its Mouth.

Nouvelle. Within the Mouth of the River, on the Starboard-ſide, there is a little Bay, in which you ſee a ſmall Town call'd *Nouvelle*, before which ſmall Barks and Tartans that have Buſineſs with that place do generally anchor.

The River of *Agde.* Fifteen Miles E. by N. from Cape St. *Pierre*, ſtands the Fort of *Breſoun*, the Land between both lies in a large Bight, with ſome Lakes, and the Coaſt is pretty high towards St. *Pierre*, but grows lower and lower, as you draw near to *Agde*. Half way between, lies the ſmall Town of *Vendre*, before which only little Barks can anchor. The River of *Agde* lies ſix or ſeven Miles Eaſt from *Vendre*; the Coaſt is low, ſmooth and ſandy, and a little way in the Country you diſcover two ſmall Towns.

About

About a ſmall League NW. of the Port of *Breſcou*, is the Entrance of the River *Agde*, upon which ſtands the Town of the ſame Name about half a League from its Mouth; on the Starboard-ſide of the River, and oppoſite to the Town, there is a Branch of the Royal Channel for the Conjunction of the two Seas, which goes to *Thoulouſe*. Only Barks and Tartans can go up this River, becauſe there is but very little Water at the Entrance, but where they anchor before the Town, there is Water enough.

The Fort of *Breſcou* is, as I have ſaid before, about two Miles Eaſt from the Mouth of the River *Agde*, and over-againſt the Mountain of that Name. It is a ſmall Fort with four Baſtions, ſtanding on a flat Rock, ſurrounded on all ſides by the Sea, and five or ſix Cables Length from the Shore. Fort *Breſcou*.

To the Northward of the Fort, and at the Foot of Mount *Agde*, there is a long Heap of Stones, about 150 Fathom in Length, call'd the Mole of *Agde*, and hard by are two or three Fiſhermens Houſes. Between this Mole and a low Point on *Agde* Side, there is a large ſandy Bay, which was formerly the Port of *Agde*, but is now choak'd up with Sand. Between the Mole-head and Fort *Breſcou*, almoſt half way, there is a Rock under Water, with only four foot Water upon it, but you have 20 and 24 foot all about it. There are likewiſe ſeveral Rocks under Water above a Cable's Length without Fort *Breſcou*, and to the Weſtward of it there is another long Ledge of Rocks, both level with and under Water, which begin near the Fort, and ſtretch out to the Weſtward above 150 Fathom.

You may anchor at a Cable's diſtance, between Fort *Breſcou* and the Shore, where you are ſhelter'd by the Means of this Chain of Rocks and the Fort, from the SW. Sea; you are here in three fathom and a half Water, the Ground Owze and Graſs; but you muſt ſecure your ſelf againſt the NW. Wind, which is very violent here, notwithſtanding that it comes over the Land. If you ſhould happen to be diſtreſs'd on this Coaſt coming from the W.ward, and would anchor under the Shelter of Fort *Breſcou*, even in a ſmall Ship which draws no more than 12 or 13 Foot Water; you muſt take great heed not to range too near the Fort, becauſe of the above-mention'd Rocks which ſtretch out, but you muſt paſs almoſt in the middle between the Fort and the low Point on the Left-hand, where you have but 15 and 16 foot Water, but when you are got in within the Fort you have more. If you come from the Eaſtward, and would get in here, you muſt range along the Mole-head, to avoid the above-mentioned Shoal that lies between the Fort and the Mole; you will find in this Paſſage 18 and 20 foot Water; but when you are paſs'd the Mole-head, you muſt come and anchor near the Fort, and take care not to run in too cloſe to the Shore, there being no Depth of Water. Oppoſite to the Mole, about half a League up in the Country, is Mount *Agde*, which you ſee a pretty way off, appearing in a round Figure, and like an Iſland; as you draw near, you diſcover two Houſes almoſt at the Top, which help you to know it.

If, when you come from the Eaſtward, you cannot reach Fort *Breſcou*, you may anchor for a Slatch, to the Eaſtward of the Mole, near to a Point of blackiſh Rocks, which are commonly call'd *La Conque*, where you have 16, 18 and 20 foot Water cloſe to the Mole on the Eaſt-ſide, but on the Weſt-ſide it is all choak'd up with Sand, occaſion'd by the Downs of Sand which lie upon the Coaſt.

About 13 Miles NE. from Fort *Breſcou*, lies Mount *Cette*, which appears almoſt like Mount *Agde*, when you come from the Offing, but when you come from the Eaſtward, it appears like the Awning of a Galley, and even like an Iſland which way ſoever you ſee it. On the Top of the Mountain there is an Hermitage, with ſome old Ruins of Fortifications, and reddiſh Spots. Between Mount *Agde* and Mount *Cette*, the Land lies low and ſandy, and is call'd the Shore of *Tau*, behind which there is a large Lake which runs from *Agde* as far as *Aigue-Morte*; this Lake communicates with the Sea over-againſt the Iſland *Maguelone*, at *Aigue-Morte*, and St. *Maries*. On the Border of this Lake, on the Land-ſide you ſee ſeveral Towns and Villages; the Land is pretty high, excepting near the Sea. Mount *Cette*.

Port *Cette* lies to the Eaſtward of the Mountain, the Shore is all ſandy, and there runs out a long Heap of Stones or Mole, about 260 Fathom to the Eaſtward; on the Mole-head there is a Battery, and on the middle of the Mole a Tower, on the Top of which is a Lanthorn which is lighted every Night, that you may know the Place. To the NE. of this Light-houſe, there is another long Heap of Stones in the middle of the Place. They have lately laid another Heap of Port *Cette*.

Stones level with the Water, between this Mole and Mount *Cette* to ſtop the rolling of the Sand. This Mole runs as far as the Entrance of the Royal Channel, which is in the bottom of the Port, this Channel is barricadoed by a Draw-bridge, and runs into the above-mention'd Lakes. The Village of *Cette* ſtands at the foot of the Mountain in a little riſing from the Sea-ſide, to the Eaſtward of the Mountain.

To go into the Mole of *Cette*, you muſt ſail till you are a-breaſt of the Entrance into the Port, which is to the Eaſtward, and range within half a Galley's Length of the Head of the Mole, or of the Light-houſe, becauſe on the Starboard-ſide you have not Depth enough of Water, by reaſon of a ſandy Bank, which croſſes almoſt all along the Entrance. Afterwards you go and anchor along the Side of the Mole, where the Light-houſe is, you lay one Anchor to the NE. with a Faſt upon the Mole, lying with your Head to the Sea. You may go either with Ships or Galleys to the very bottom of the Mole, for you will find almoſt every where from 12 to 16 foot Water, owzy and ſandy Ground, and they have Machines here to keep the Port clear. At the Entrance into the Harbour, and near the Light-houſe, you have 18 and 20 foot Water, but a very little way without the Harbour's Mouth, there is a Shelf of Sand with only three fathom Water a-top of it, and there runs a very great Sea there with the Winds from ESE. to SW. which blow into this Port, and do ſo darken the Sight of this Coaſt, that you cannot ſee the Land until you are very near; tho' the E. wind blows full into the Mouth of this Port, yet it cauſes no great Sea, becauſe it blows almoſt along the Coaſt. Formerly the Place of watering was in a large Garden, which ſtands on the Bank of the Royal Channel, but at preſent they have diſcover'd a good Spring of Water in the Bottom of the Harbour, near to the Entrance of the Channel. The Latitude of *Cette* is 43 deg. 25 min. and the Variation of the Needle 6 deg. NW.

Through this Channel you paſs, as I have ſaid before, into theſe large Lakes, where you go in Boats to ſeveral Towns and Villages which ſtand on the Sea-ſide, as to the Baths of *Balarue*, ſo famous for the Vertue of their Mineral Waters, to *Frontignan* and *Montpelier*, which are ſituated on the Border of the Lake. The Natives of the Country expreſs the Entrances into theſe Lakes or Rivers, by the Word *GRAS*, as the *Gras* of *Aigue-Morte*, the *Gras* of St. *Maries*, and ſo of the reſt. From Port *Cette* to the *Gras* of *Maguelonne*, the Coaſt lies NE. by Eaſt, about 16 Miles. Between theſe two Places you have all along a low Shore, with Downs of Sand, beyond which are the Lakes of *Montpelier*; but about four or five Miles ENE. from the Mole of *Cette*, over-againſt the Town of *Frontignan*, there is a long Ledge of Sand and Rocks, which ſtretch out above half a League, which you muſt be aware of in ſailing along this Coaſt.

Iſland of *Maguelonne.* A little to the Weſtward of the *Gras*, or Entrance of *Maguelonne*, there is in the Lake a ſmall, flat Iſland, upon which, there ſtands an ancient Convent, reſembling a Caſtle, and this is what they call the Iſland of *Maguelonne*; there are ſeveral Tartans which come and anchor over-againſt this Entrance, to load and unload Goods for *Montpelier*. Over-againſt the Iſland of *Maguelonne*, on the other ſide of the Lake, you ſee the Town of *Montpelier*, which appears, as it is, a very large Place.

Aigue Morte. Between Port *Cette*, and the Point of *Eſpiguette*, which is about ten Leagues diſtant to the Eaſtward, there is a large Gulph, call'd the Gulph of *Aigue-Morte*, where there is nothing but low Land, with Marſhes and ſandy Shores. About ſix or ſeven Miles to the Northward of this Point, and in the Bottom of the Gulph, is the *Gras* of *Aigue-Morte*, where only Boats can paſs; the Town, which ſtands on the Starboard-ſide, is about a League diſtant from the Shore, though formerly the Sea reacht to its Walls and you ſtill ſee there Iron and Braſs-Rings, where Ships and Galleys us'd to moore. You cannot enter into the *Gras*, nor go up to the Town but in Boats, and even then you muſt take care to keep in the deepeſt Channel, which is generally mark'd by a Buoy, becauſe of the Shifting of the Sands. You may, in caſe of Neceſſity, that you are diſtreſs'd in the Gulph of *Lyons*, and are over-againſt theſe Coaſts, anchor in the above-mention'd Gulph, over-againſt *Aigue-Morte*, where you will have four, five and ſix Fathom Water, and be ſhelter'd from the Eaſt, and even the ESE. Winds, according as you ſtretch far in the Gulph; on the Starboard Point of the Entrance of *Aigue-Morte*, there are ſome Fiſhermens Cabbins. Between the Point of *Eſpiguette*, and the *Gras* of *Aigue-Morte*, there is another Entrance which leads to a ſmall Fort, call'd Fort *Peccaix*, where there are ſeveral Salt Ponds.

Upon

Upon the Point of *Eſpiguette*, there are ſeveral Fiſhermen's Cabbins, and hard by, to the Eaſtward, there is a long low ſandy Point, near to which there ſtands a Grove of Pine-Trees, for which reaſon it is called Point *Pinede*; theſe Trees and Cabbins bring you to the Knowledge of it, for as the Land is very low, you cannot diſcover it, till you are very near.

Deſcription of the Coaſts of PROVENCE.

ABOUT Six Miles Eaſt, 5 deg. South from the Point of *Pinede*, is the Point of *St. Mary's*, upon which there are likewiſe ſeveral Fiſhermen's Cabbins, and between theſe Two Points is the Entrance or *Gras* of St. *Mary's*, wherein only Boats can Enter, and even they with Pain; there is likewiſe a Buoy at the Entrance, but the Tartans which carry Fiſh to theſe Places, or to *Arles*, do generally anchor over againſt the above-mentioned Point. The Town of St. *Mary's* is about half a League in the Country, you ſee it a pretty way off, and it appears like the Sails of a Ship. St. *Mary's*.

When you ſail along theſe Coaſts, at about 3 or 4 Leagues Diſtance, you cannot eaſily diſcover the Land, becauſe it lies extreamly low, but you ſee the Steeples and Towers of Towns and Villages, and all theſe Fiſhermen's Cabbins which ſtand upon the Sea-ſide; you may however range at Diſcretion all along theſe Coaſts in fine Weather, eſpecially when the Winds blow from the Shoar,

The Point of *Tignes* is 45 Miles E. by S. from Port *Ceſte*, and 13 Miles SE. by S. from the Point of St. *Mary's*; there is a large Bay between theſe 2 Points, in which you may anchor in Caſe of Neceſſity, there being 5 and 6 Fathom Water, the Ground a ſoft Mudd, and you are ſhelter'd from the E. and SE. Winds, but you muſt take great Care not to let your ſelf be ſurpriz'd by the Sea-Winds, for you cannot get about the Points, neither one way, nor the other. What is generally call'd the *Tignes*, are ſeveral low marſhy Points, and ſmall Banks of Sand about them, which ſtretch the fartheſt out of any in all the Gulf of *Lyons*; this is the Place where the River *Rhoſne* empties it ſelf, and the moſt Dangerous Place of all the Coaſt, becauſe of the extream lowneſs of the Shoar. Point *Tignes*, or the Entrance of the Mouth of the *Rhoſne*.

The River *Rhoſne*, has Two Mouths, the one Eaſtward, the other Weſtward; theſe are ſeperated by a ſmall Iſland call'd *Bauduf*, which lies pretty far out, and is very low. You cannot paſs through the SW. Entrance, which is call'd the *Gras* of St. *Anne*, but in ſmall Veſſels; you know this Mouth by Two Fiſhermen's Cabbins, that ſtand on the Larboard ſide as you go in, and a long Beacon, which is like the Maſt of a Ship, where they place Seamen to make Signals to the Veſſels that come in, which is very neceſſary, becauſe of ſeveral Shoals of Sand that are at the Entrance, and often ſhift from one Place to another, from the Motion of the Waters; There is likewiſe generally a Buoy, or Mark, to point out the way you are to paſs. *Bauduf* Iſland.

About 4 or 5 Miles North from the Point of *Tignes*, or *Bauduf* Iſland, there is a large ſquare Tower, call'd the Tower of *Tauzan*, ſtanding on a low Ground, on the Top of which there is a ſort of Centry Box, which at a Diſtance looks like the Sail of a Ship; you diſcover this Tower a great deal ſooner than the Land about it, which as I have told you, is extreamly low; this Tower is equally to be ſeen from the Weſtward or Eaſtward, and is one of the Marks to know the low Point by. The other Entrance of the *Rhoſne*, which is to the NE. of *Bauduf* Iſland is the deepeſt, and this is the way that all the Tartans, and other ſmall Veſſels take to go to *Arles*. But becauſe there are ſeveral ſmall Banks of Sand at the Entrance, it is neceſſary to have knowing people with you, becauſe theſe Shelves are ſometimes on one ſide, and ſometimes on the other, according to the Swellings of the *Rhoſne*, or as Storms do make them ſhift their Places; you likewiſe ſee the Sea always break here, unleſs it be calm, or the Winds blow from the Shoar. On the Starboard-ſide as you go in, there are ſeveral Fiſhermens Cabbins which help you to know it, as likewiſe ſome Downs of Sand, which at a Diſtance appear like little Iſlands. *Tauzan* Tower.

Another way of knowing the Point of *Tignes*, is by the Change of Colour which the Freſh water Cauſes, appearing a great way out white upon the Surface, as likewiſe by the Currents, which you generally perceive over againſt the Mouth of this River, ſetting almoſt always to the SW. Remarks.

SW. In fine Weather you may paſs cloſe to the Point of *Tignes* in the Day-time, having 5 and 6 Fathom Water, within a Mile of the Shoar. It is likewiſe to be obſerv'd, that when you ſail along the Coaſts of the Gulf of *Lyons*, you muſt have as much regard as poſſible to the Difference of the Currents, which are here very irregular; for it is obſerved, that after great Rains, when the Lakes and Rivers diſgorge themſelves more violently than uſual, the Currents ſet more briskly out into the Offing; and on the contrary, in the Time of great Draughts, when the Lakes fill themſelves, the Currents ſet to the Shoar; beſides I have found by a long Experience, that Gulfs and Bays do always draw towards them the Sea and Waters, which Pilots muſt have Regard to. It will be perhaps objected, that when you come from diſtant Places in a Ship, you cannot know what Weather has been in the Gulf, ſince the Weather is not every where alike; but at leaſt you will uſe Precaution againſt any Accident, by keeping a little more out, unleſs you have a Land-Wind.

I thought it proper to be a little more particular in the Deſcription of theſe Coaſts, ſince they are ſo very Dangerous, and the Gulf of *Lyons* is a boiſterous Paſſage, where you cannot have too many Rules to precaution your ſelf againſt the Dangers that are to be met with there.

The Gulf of *Fos*. About 20 Miles ENE. from Point *Tignes*, lies the Harbour of *Bouc*, and between both a large Bay call'd the Gulf of *Fos*, with a low Coaſt all along. You ſee Two Windmills on Two little Hillocks almoſt in the Bottom of the Gulf. *Fos* is a ſmall Town, very antient, ſtanding on a riſing Ground almoſt in the Bottom of the Gulf, Four or Five Miles from *Bouc*; It appears at a Diſtance like a Fortreſs, and is Two Miles from the Sea-ſide, tho' it ſeems to be cloſe to it; you likewiſe ſee in a Plain between *Fos* and *Bouc*, ſome very antient Aqueducts. Oppoſite to *Fos*, there is a long low Point ſtretching a great way out, between which Point and the Point of *Bouc*, you may anchor with Galleys, when you come from the Weſtward, ſuppoſing that you cannot reach the Harbour of *Bouc*.

Bouc Harbour. About 4 or 5 Miles from *Fos* lies *Bouc* Harbour, the Land about it is all low, and the Harbour bears very large, but there is no depth of Water but in the middle; you may lay your ſelf a-ſhoar there in caſe of Neceſſity, the Ground being all ſoft Mudd and Graſs.

The Mouth is very Narrow, being only 150 Fathom over; on the Starboard Point as you go in, there is a Fortreſs, with a ſquare Tower in the middle, of white Stone, which is ſeen a great way off; it ſtands on a low Point of an Iſland, which is only ſeperated from the main Land by a ſmall Rivolet. The *Dutch*, and ſome Authors ſet down the Entrance of this Port in their Sea-Mapps, to the Eaſtward of this Iſland, where the Tower of *Bouc* is; which ſhews they have never uſed this Coaſt, no more than the Author of the little *Flambeau*, printed at *Havre de Grace*.

Shoal of *Fouccard*. The Larboard Point as you go in, call'd *Languette* or *Legue*, is very low, and ſurrounded all about with Rocks, which you muſt careſully avoid. About 90 Fathom Eaſt from this Point there is a ſmall Ledge of Rocks, which the Natives of the Place call *Fouccard*, with only 5 or 6 Foot Water over it; It is very dangerous to thoſe that do not know it, but you may diſtinguiſh it by the Sea always breaking upon it in bad Weather, if you would know exactly the Place where it is, you muſt bring the Two Centry Boxes of the Fortreſs towards the Sea-ſide into one, and then follow this Mark, till you ſee the extremity of Point *Legue* bearing Weſt off you; in this Situation you are directly upon the Rock, which may ſerve as a Mark and Precaution to you, to avoid it. When you would ſail from the Sea into *Bouc* Harbour, you muſt range within half a Galleys Length of the Fortreſs, which ſtands on the Sea-ſide or Starboard-ſide of the Entrance, as there is the greateſt depth of Water there, ſteering NE. and NE. by E. continuing this Courſe until you diſcover the Drawbridge of the Caſtle to the Eaſtward, and then you are to ſtand no farther that way, for fear of touching on a low Point under water, but the moment you perceive it, to ſtand with your Head to the Village of *Bouc*, which is to the Northward, leaving the Village a little to the Larboard; by this means you will avoid the abovementioned Ledge of Rocks, called *Fouccard*, which will lie without you: After this you may anchor where you pleaſe, obſerving however not to come too near the Village, for the Water will fail you at once.

The beſt Anchorage in this Harbour is to the ENE. of the low Point on the Left, where ſometimes you carry a Mooring to ſome Rocks that are above Water, on the ſame ſide: You have here 15 and 16 foot Water, the Ground Mud and Graſs, ſo that you can hardly do your ſelf any damage if you ſhould happen to ſtrike in this Place. You may likewiſe paſs between the Larboard Point and the Shoal of *Fouccard*, there being 14 and 15 Foot Water, but it is not very proper to paſs that way, unleſs you know exactly where the Shoal is.

The

The SW. Wind is the Wind that this Place is open to, which ſometimes cauſes a pretty high Sea; here is no freſh Water, but you go for it to *Martigues*, on the other ſide of the Town, to a fine Spring near the Lake.

In the bottom of *Bouc* Harbour, there are ſeveral Sand Banks, which form as many Channels, which run to *Martigues*; the chief, through which the Tartans paſs, is to the Southward, at the end of which, ſtands a Houſe, which helps you to know it; at the Entrance of theſe Canals there are ſeveral Wares, call'd *Bordigues*, for catching of Fiſh. The Town of *Martigues* is about a League's diſtance from *Bouc* Tower; it is ſeparated into three Parts, the one called *Ferriere*, the other *Jonquiere*, and the middlemoſt the *Iſland*; becauſe in Effect, it is an Iſland, and you muſt paſs from one to the other on Bridges. On the other ſide of *Martigues* there is a large Lake, call'd the Lake of *Berre*, or St. *Chamas*; you ſee the little Town of *Berre* on the Side of the Lake, and the Village of St. *Chamas* a little farther up; there are ſeveral Salt-Ponds about this Lake. *Martigues.*

About 9 Miles SE. by S. from *Bouc*-Tower, ſtands Cape *Couronne*, which with Cape *Croiſette* forms the great Bay of *Marſeilles*. Between *Bouc* and Cape *Couronne* the Land is pretty low, and there is no Anchorage all along this Coaſt, excepting two ſmall Creeks for Boats, the firſt, which is the largeſt, and the neareſt to *Bouc*-Tower, and is only proper for ſmall Barks; and the other, which is call'd *Darvette*, and is near to Cape *Couronne*, can receive only Boats. You know Cape *Couronne*, by its being a ſmooth low Point, which makes, as I have ſaid, one of the Entrances into the Bay of *Marſeilles*: It is from hence that they fetch almoſt all their Free-ſtone which is brought to *Marſeilles*. Cape *Couronne.*

WSW. from the Point of Cape *Couronne*, there is a Ledge of Rocks and Sand under Water, call'd *Regas*, about a Mile diſtant from the Land, with only 5 or 6 foot Water upon it, ſo that the Sea breaks there in blowing Weather. Between this Ledge and the Coaſt there is another ſmall Ledge, with very little Water likewiſe, upon it. You may however paſs with a Galley between the Land and theſe Shoals, but it would be dangerous to hazard it, without having an exact Knowledge of it. *Regas.*

About 18 Miles SE. by E. from Cape *Couronne* ſtands Cape *Croiſette*, which form together, as I have ſaid before, the great Bay of *Marſeilles*, which is 6 Leagues over, and near 4 Leagues deep, there are ſeveral Anchoring-places in this Bay. This Bay is eaſily diſtinguiſh'd when you come from the Sea, as well by the great Inlet which cauſes the great Deepneſs of the Bay, as by the Lowneſs of Cape *Couronne*; and Cape *Croiſette*, which is very high, eſpecially it appears ſo, when you come from the Weſtward: For when you are 35 or 40 Miles in the Offing, you ſee a round Mountain in the Country call'd the *Danube*, or the Mountain of *Aix*; to the Eaſtward, the Mountains of S. *Baume*, and to the Eaſtward of *Marſeilles*, almoſt joyning thoſe Mountains, you diſcover the Mountains of St. *Sery*, which look at a diſtance like two Sugar-Loaves; beſides, you diſcover to the Southward of Cape *Croiſette*, the Iſland of *Riou*, which is pretty high, and about half a League diſtant from the Land. As you come nearer the Coaſt, you diſcover a ſmall flat Iſland, lying a great way out, with a Tower upon it, call'd the Tower of *Planier*; afterwards you ſee the Iſlands of *Chateau d'If*, which appears in the middle of the Bay. Bay of *Marſeilles.*

When you come from the Weſtward, and cannot reach into the Port of *Marſeilles*, you may (eſpecially with two or three Galleys) anchor in a large Creek, call'd *Caro*, which is within the Point of Cape *Couronne* to the Eaſtward; you have in the middle three, four and five Fathom Water, the Ground Mud and Graſs, and at the Entrance eight and ten Fathom; ſo that when you would anchor there, you muſt not come near the Weſtern Point of Cape *Couronne*, becauſe there are Rocks which ſtretch out under Water, but only keep the Creek open. The Winds that are moſt troubleſome here, are the SE. and South, which cauſe a great Sea, for which reaſon this Place is only proper for the Winds from the WNW. to NE. In the bottom of this Creek on the Starboard-ſide, there is a ſmall Houſe, which ſerves you to know it. *Caro.*

About 4 or 500 Fathom ESE. from Cape *Couronne*, there is a long Point of a moderate height, call'd Point *Riebe*; between this Point and the Cape there is a large Bay with a ſandy Shore, call'd the Shore of *Verdun*, where you may likewiſe anchor for fair Weather, if the Winds are from the Shore. A large Muſquet-ſhot from the Shore, you ſee the Village of *Couronne*. About a Mile to the Eaſtward of Point *Riobe*, there is a flat Rock above Water, call'd *Regnon*, near to which there is a Tunny Fiſhery; there are ſeveral others likewiſe along the Coaſt as far as the Point *Riche.*

bottom of the Bay, they ſtretch out about 6 or 700 Fathom into the Sea; but the Nets only lie there in Summer-time.

Cape *Mejan.* About 7 or 8 Miles to the Eaſt of Cape *Couronne*, is Cape *Mejan*, which is a large high Point and ſteep on all Sides; almoſt half way between one and the other, you ſee a ſmall Village with a large Houſe or Caſtle, call'd *Cari*, with a Row of Trees which run down to the Sea-ſide, which ſerves you to know it; there is here a little ſort of Bay, which is only proper for Boats, having ſeveral Rocks above Water at the Entrance. From Cape *Couronne* to *Cari*, the Coaſt is very low, but from thence it runs riſing ſo far as Cape *Mejan*, which is very high. To the Weſtward of Cape *Mejan* there is a Creek where you may anchor with two or three Galleys, which will be pretty well there with the Land-Winds, but the S. and SW. Winds blow full in, and cauſe a great Sea, notwithſtanding which, on the Larboard-ſide of the Entrance, there are ſome Rocks level with the Water, which do partly ſhelter it from the Sea. When you would go and anchor there, you muſt range along the great Point on the Starboard-ſide, becauſe of theſe Rocks; you have 7 and 8 fathom Water in the middle of the Paſſage, and 3 or 4 fathom in the middle of the Bay, the Ground is Mud and Graſs; there is nothing here, but one Cabbin, which ſerves for a Shelter for Fiſhermen. About 4 or 500 fathom to the Eaſtward of Cape *Mejan*, there is a ſmall Iſland call'd *Laire-Vigne*; you cannot paſs between it and the Land but in Boats, notwithſtanding you have ſeven and eight fathom Water, by reaſon of the Narrowneſs of the Paſſage.

Eſtaque- Road. About three or four Miles from Cape *Mejan*, and in the bottom of the Bay of *Marſeilles*, there is a large whiteiſh Point, call'd *Corbiere*, and a little farther in, is the Anchoring-place of *Eſtaque*, which ſome call the Flemiſh Road. If you would have a good Berth here, you muſt place your ſelf within the Point of *Corbiere*, three or four Cables Length from the Coaſt, and no more, becauſe of a Tunny Fiſhing Net which is plac'd there in the Summer; and though it is not there in the Winter, yet there remain ſeveral looſe Stones which are plac'd there to hold it.

Obſervations. To avoid theſe Stones, which might ſpoil your Cables, and be in a good Berth, you muſt bring the end of the Point of Cape *Mejan* to bear with the parting of a Point of whiteiſh Rocks call'd *Moulon*; this Point is near the Iſland *Layre-Vigne*, and then you are in 12, 15 and 20 fathom Water, the Ground Graſs and Mud. The SE. S. and SW. Winds blow full in here, but as the Land is very high, it abates the great Violence of the Wind. Upon the Point of *Corbiere* they have lately made a Battery, as likewiſe in ſeveral other Places, for the Defence of the Anchorage, and to hinder your Approaching to *Marſeilles*. 'Tis to be obſerved, that you cannot anchor nearer the Land, than the Line between *Corbiere* and the Light-houſe of *Marſeilles*; for towards the Shore the Ground is very bad, and full of Rocks, and almoſt all over the middle of the Bay you have from 30 to 45 Fathom Water, owzy Ground.

The Iſlands of *Chateau d'If.* The Iſlands of *Chateau d'If* are three in Number, about a League WSW. from the Port of *Marſeilles*, the neareſt to that Place is that of *Chateau d'If*, which is a great Rock fortified on all ſides with three great Towers in the middle, ſtanding about a *Donjon*.

The Iſland of *Ratonneau.* The Iſland of *Ratonneau* is next to *Chateau d'If*, to the NW. and about 300 Fathom diſtant; on the NE. Point of this Iſland there is a Battery of great Guns, with ſome Fortifications upon the Iſland, and a ſquare Tower in the middle. This Iſland may be about half a League long; to the Weſtward of it there is a great Rock above Water, call'd *Tiboullen*, between which you may paſs, there being 20 fathom Water, but cloſe to the Point of *Ratonneau* there is a Shoal where the Water ſometimes breaks; there are likewiſe ſome Rocks above Water.

The Iſland of St. *John* The Iſland of St. *John*, commonly called *Pomegue*, is ſituated to the Southward of the Iſland *Ratonneau*, about 120 fathom diſtant in the neareſt Place; the Channel which theſe two Iſlands make is call'd *Frioul*; upon the NE. Point there is a large round Tower, with ſome Fortifications adjoyning, and upon the higheſt Place of the Iſland is the Tower of St. *John*.

Pomegue- Port. The Port of *Pomegue* is to the Southward, and almoſt in the Middle of the Iſland; 'Tis a large Creek form'd by a little Iſland that is almoſt contiguous to the Iſland of St. *John*. You have here from 3 to 6 Fathom Water, muddy Ground. The Ships which come from the *Levant*, do generally perform *Quarantine* here. You moore here Head and Stern, with a good Anchor out to Sea, to the Eaſt; the Wind that blows in here is NE. You may paſs between all theſe Iſlands, eſpecially this, and range along them as you will, there being Depth of Water enough.

You

You may anchor in ſeveral Places about the Iſland *Ratonneau*, eſpecially towards the Point of the Iſland of St. *John*, where the Tower ſtands, near to a Rock above Water, which is oppoſite to a ſmall ſandy Beach on the Iſland *Ratonneau*, below the Fort, where you are in 3, 4 and 5 Fathom Water, muddy Ground. You muſt have a good Anchor down to the SE. which is the Wind you are expos'd to, and a Mooring on the Iſland *Ratonneau*, or upon the Rocks, according to the Place where you are; ſome Galleys carry a Mooring upon the Iſland of St. *John*, with an Anchor down to the NW. You muſt take care to be well moor'd towards the Iſland *Ratonneau* becauſe of the NW. Squals, which come with Violence over the Iſland. You may paſs eaſily between the Two Iſlands, both in Ships and Galleys, there being 6 and 7 Fathom Water in the narroweſt part of the Paſſage.

There is a Place for Anchorage between *Chateau-d' If*, and the Eaſtern Point of the Iſland *Ratonneau*, over againſt a Creek of that Iſland, where you may place Two Galleys with Four Moorings, with their Sterns to the Creek; here you have 3 and 4 Fathom Water, muddy, graſſy Ground. But if there be more Galleys, or Ships, they muſt anchor between the Two Iſlands, a little nearer to *Ratonneau* than to *Chateau-d' If*, having one Anchor down to the SE. and a good Mooring on *Ratonneau* to the NW. You have 7, 8, and 9 Fathom Water, and Ground as above; you muſt be well moor'd againſt the SE. Wind, which is the Wind you are expoſed to. You may range along the Iſland as near as you will, there being 6 Fathom Water at the End of the Point.

Between the Eaſtern Point of the Iſland *Ratonneau*, and the other anchoring Place of that Iſland otherwiſe call'd *Frioul*, as above, there is in the ſame Iſland, and almoſt at the Foot of the Fortreſs, a large Creek, with a landing Place, call'd St. *Stephen*; oppoſite to which there is a Rock under Water, which is very dangerous to thoſe that do not know it, upon which there is only 5 Foot Water, and 7 or 8 Fathom all about it; it is over againſt the Weſtern Point of the Creek, about Eighty Fathom off; therefore when you go from *Marſeilles* to anchor in the *Frioul*, paſſing between *Chateau-d' If* and *Ratonneau*, you muſt ſteer nearer to the former than the latter, until you have doubled the ſaid Creek, after which there is nothing to fear. What I have ſaid about going, is likewiſe to be underſtood in the returning. To the Northward of the Iſland *Ratonneau* there are ſeveral ſmall Creeks, where you may Land, there is one amongſt the reſt near the Eaſtern Point, call'd *Ebe*, capable of receiving ſmall Barks, there being 2, 3 and 4 Fathom Water, and below the Fortreſs, on the ſame ſide, there is a large Creek, call'd the Creek of *Banc*. Shoal of St. *Stephen*.

About 5 Miles SW. from the Point of Cape *Cavaux*, which is the S. Weſtermoſt Point of the Iſland of St. *John* or *Pomegue*, there is a ſmall Iſland call'd *Planier*, becauſe it is very plain and low, upon which there is an uninhabited Tower, which only ſerves to let you know it. You may paſs between the Land and this Iſland, there being 40 and 45 Fathom Water, but you muſt not come near it, eſpecially to the SW. SE. and Eaſt, by reaſon of ſome Rocks which ſtretch out about a Mile, with very little Water over them, and the Sea breaks every where in bad Weather. In the direct way between *Chateau-d' If* and the Harbour of *Marſeilles*, there are Two Rocks under Water, the neareſt to *Chateau-d' If* is about 4 or 500 Fathom diſtant from it, and is called *Sou-dara*, and has only 3 Foot Water upon it; A Hundred Fathom from this upon the ſame Line, is the Shoal of *Canoubiez*, upon which there is generally but one Foot Water; as theſe Rocks are in the middle of the Paſſage between *Chateau-d' If* and the Iſland *Daume*, it is neceſſary to obſerve the following Remarks, that you may know and avoid them. The Iſland *Planier*.

When you are directly upon the Rock of *Canoubiez*, you ſee the Tower of the Iſland of St. *John*, between the Two Towers of *Chateau-d' If*, and when you are over againſt it, you ſee the great Cape, off the Point of *Montredon*, bearing with the middle of the Paſſage, between the Point of *Daume* and the firſt Iſland. *Sourdara* is, as I have ſaid before, a Cable's Length diſtant from *Canoubiez*, a little to the SW. In any Weather the Sea breaks upon them both. You may paſs between *Chateau-d' If* and theſe Rocks without any Danger, there being 9, 10 and 12 Fathom Water, muddy, graſſy Ground, but it is better to range a little nearer to *Chateau-d' If* than to *Sourdara*. You may likewiſe paſs between the Point of *Daume* and *Canoubiez*, which indeed is the uſual and beſt Paſſage, ranging along the Coaſt at Diſcretion. Remarks.

Marſeilles is a very large City, famous for its Trade; It is ſituated in the Bottom of the Bay, for which reaſon you can only diſcover a ſmall part of it; you ſee only on the Left a Fort call'd *Marſeilles*.

Fort

Fort St. *John*, with a high round Tower in it, call'd the Light-houſe; and on the Right-hand a Cittadel, with 4 Baſtions, call'd St. *Nicholas*, which is a very conſiderable Fortification; at the ſame End, upon a high Mountain, there is a Fort call'd *Notre Dame de la Garde*, from whence they diſcover the Ships out at Sea.

The Harbour lies in the middle of the Town, the Convenient Situation of which makes it one of the beſt Ports in the *Mediterranean*, and the ſafeſt for Ships; It is cover'd by a large Point which defends it from the Sea; The Harbour's Mouth is between the Two Cittadels which defend the Approach, where ſtand Three Pillars, to which they faſten the Chains; the Entrance is towards Fort St. *John*, between a high Tower, and one of the ſaid Pillars; 'tis ſhut up every Night with a Chain and a Boom. When you would go into the Harbour, you muſt not keep too near the Light-houſe on the Left, becauſe of ſome Rocks under Water, which they call *Mange-Vin*; but you muſt paſs midd Channel, keeping a little to the Right, for this purpoſe you muſt keep the Centry-Box that is in the middle of the lower Fort of the Cittadel of St. *Nicholas*, on a Line with the Wind-mill beyond it, and follow this Courſe till you diſcover the Harbour's Mouth; then as you turn round the Light-houſe, to enter into the Harbour, you muſt range a little nearer to the Tower of St. *John*, than the Pillar, becauſe of ſome Stones which are fallen from it. You have not above 15 and 16 Foot Water in this Entrance, but every where in the Harbour you have 18 and 20 Foot, and without the Harbour, you have 4 and 5 Fathom Water. When the Eaſterly Winds hinder your going in, you may anchor without over againſt the Town, at about 4 or 500 Fathom Diſtance, where you have 12 and 15 Fathom Water, the Ground mudd and Graſs; but it is not very proper to ſtay there in the Night, the NW. Wind which blows full into the Harbour's Mouth, being ſometimes very violent. The Latitude is 43 deg. 20 min. and the Variation 6 deg. NW.

Daume Iſlands. About half a League SW. from *Marſeilles* Harbour, there is a long low Point, called *Daume* Point, at the End of which there are Two ſmall Iſlands, and upon the outermoſt of them there is lately built a ſmall Fort. You generally anchor to the SSE. of theſe Iſlands, in 6, 7 and 8 Fathom Water, the Ground Mudd and Graſs; you carry a Mooring upon the Iſlands, with a good Anchor down to the SE. which is the Wind you are expoſed to. You may likewiſe anchor a little farther out, but ſometimes the Anchors drive there, and you are obliged to ſtrengthen them by a ſmaller Anchor; this Experience has taught us. In caſe of Neceſſity you may paſs between *Daume* Point and the innermoſt Iſland, but not between both Iſlands, becauſe of ſome Rocks under Water, tho' you have there 3 and 4 Fathom Water. You muſt not come too near the Iſland which the Fort ſtands on, becauſe of ſome Rocks under Water to the NW. very near it; all Ships which come from the E.ward to *Marſeilles*, paſs between theſe Iſlands and *Chateau-d' If*, ranging the Coaſt to Starboard, as has been ſaid before, for fear of the Rock *Canoubier*, which ſome Foreigners call the Galley, unleſs you will paſs between *Chateau-d' If* and this Rock, as has been ſaid before.

Cape *Croiſette*. About 5 or 6 Miles South from *Daume* Iſlands lies Cape *Croiſette*, which makes the End of the Bay of *Marſeilles*; between both there is a large Bay, with a ſandy Shoar, call'd the Coaſt of *Monredon*, in the middle of which is the ſmall River *Veaune*, where you may eaſily Water.

In caſe of Neceſſity, you may anchor over againſt this Coaſt, that is, between *Daume* Iſland and *Croiſette*, where you have all along 18 and 20 Fathom Water, but you have no ſhelter from the Sea-Winds.

Maire Iſland. At the End of Cape *Croiſette*, which is low, there is a large high and ſteep Iſland, call'd *Maire*, near to which to the NW. there is another ſmall one, call'd *Tiboulen de Maire*; you may paſs between both, if you will, there being 7 and 8 Fathom Water, provided you keep a little nearer to *Tiboulen*, becauſe of a Rock under Water, which is near *Maire*.

In caſe of Neceſſity, you may anchor with Galleys to the Northward of *Maire* Iſland, in 4 and 5 Fathom Water, the Ground Mud and Graſs. You cannot paſs between Cape *Croiſette* and *Maire* Iſland but in Boats, becauſe there is a Rock under Water in the middle, and ſeveral more thereabouts; but you may range along *Tiboulen* and all the Iſland of *Maire*, as near as you pleaſe, there being 18 and 20 Fathom Water; it is true there are to the SE. of *Maire* Two ſmall Rocks above Water, of a round Figure, but after that, you meet with Twenty Five Fathom Water.

About

About 5 or 600 Fathom SSE. from the Iſland *Maire*, is the Iſland *Jaire*, which is of a moderate height, about a Cannon-ſhot diſtant from the Coaſt; You may with eaſe paſs between the Two Iſlands, there being a great deal of Water, as likewiſe between the Coaſt, and the Iſland *Jaire*, where you have 7 and 8 Fathom; this is the uſual Paſſage for Ships and Galleys. *Jaire* Iſland

You may anchor near to this Iſland in 4 and 5 Fathom Water: Ships and Veſſels which have the Plague, perform *Quarantine* here, and unload their Goods to purify them.

About a Mile to the SSE. from *Jaire* Iſland is the Iſland *Riou*, which is no more then a large high Rock, ſteep on all Sides, upon which there is a Watch-Tower, at preſent uninhabited; at the NW. Point there is a ſmall Rock above Water, with another cloſe to it under Water. *Riou* Iſland

Between *Jaire* Iſland and *Riou* there is another that is ſmaller and flat, call'd *Calaſceraigne*; between this Iſland and *Jaire* there is a Shoal lying almoſt mid way; there is likewiſe a Rock above Water, between this Iſland and *Riou*, you may paſs however between them in caſe of Neceſſity, keeping nearer to the Iſland *Calaſceraigne*. At the Eaſtermoſt Point of *Riou* Iſland there is a large Rock above Water, call'd little *Riou*, and at the other Point to the SW. there is another ſmaller Rock. *Calaſceraigne* Iſland.

About 18 Miles E. by S. 5 deg. South from *Maire* Iſland or Cape *Croiſette*, lies Cape *de L' Aigle*, between both there is a large Bay or Gulf, in the Bottom of which, and almoſt mid-way, ſtands the ſmall Town of *Caſſis*, which has a ſmall Harbour for little Veſſels, and above the Town there is a ſmall Caſtle. *Caſſis.*

From Cape *Croiſette* to *Caſſis*, the Coaſt is very high and ſteep; almoſt half way between, there is a large Point, which makes one of the Entrances into the Gulf of *Caſſis*, which is called Point *Sormion*; about Two Miles to the Weſtward of this Point there is a ſmall Creek that is ſhelter'd by a large Point, called *Morjou*, where you may anchor for a Stretch, with 3 or 4 Galleys, while the Wind is at NW. *Morjou.*

Sormion is another Point to the Eaſtward, where you may likewiſe anchor on the ſame Occaſion, if you cannot reach *Croiſette*. *Sormion.*

Hard by the Town of *Caſſis*, to the Weſtward, there is a large Creek, which is very deep, and narrow at the Entrance, call'd *Pormion*, in which ſeveral Galleys may anchor, and be ſhelter'd from all ſorts of Weather; It is difficult to diſcover the Entrance, until you are very near it, you only ſee a ſmall white Chappel, which ſtands on the Starboard Point as you go in. *Pormion.*

About 5 or 6 Miles to the Southward of the Town of *Caſſis*, there is a Rock under Water, call'd *Caſſidaigne*, which is very dangerous. It is diſtant about Two Miles from a large Point call'd Cape *Canaille*; when the Sea is never ſo little diſturb'd, you ſee it break, there being only 2 and 3 Foot Water over it; you may come as near to it as you will, and paſs very ſafely between it and the Land. The Marks to know when one is directly upon the Top of the Rock, is, to ſee the Caſtle of *Caſſis* away with a great white Road which appears in the Mountain, otherwiſe to keep it to the Northward of it. A Second Mark for knowing of this, is to ſee the Point of Cape *de L' Aigle* a very little open with the Iſland *Verte* before *Ciotat*, that is the one almoſt bearing with the other, and then you are directly upon the Top of the Rock, which is very little in breadth; by this means you will avoid the Rock, in paſſing within or without. *Danger.*

Cape *de L' Aigle* is very high and ſteep on all ſides; it is very eaſy to be known being a reddiſh Rock, the Eaſtermoſt Point of which reſembles the Head of an Eagle, from which it has its Name; upon the higheſt part of the Mountain ſtands a Chappel of *Notre Dame de la Garde*. Cape *de l' Aigle.*

About 300 Fathom to the Eaſtward of Cape *de l' Aigle* lies *Verte* Iſland, which is pretty high; almoſt mid-way there is a Rock under Water, with only 5 Foot Water upon it; it lies a little nearer to the Iſland than to Cape *de l' Aigle*: However Galleys generally paſs between this Iſland and Cape *de l' Aigle*, keeping cloſe to the Point of the Cape, to avoid the Rock; you have cloſe the Point of the Cape, 8 and 10 Fathom Water; A Ship may paſs this way, with a favourable Wind. *Verte* Iſland.

About a Mile to the Northward of Cape *de l' Aigle* ſtands the Town of *Ciotat*, on the Sea-ſide, where ſeveral Ships are built for Trading. The Harbour of this Place is in Form of a Horſe-ſhoe, and on the Larboard-ſide, as you go in, you ſee Two little Moles, which cloſe in the Port; the outermoſt is call'd the new Mole, and the other the old; on the Starboard Point as you go in, there is a ſmall Fort to defend the Entrance; Galleys generally anchor between the Two Moles, but there is only room for Seven or Eight with their Oars within Board; they muſt lie with their Stern to the New Mole, and moor with Four Moorings, having only one An- *Ciotat.*

chor

to the Northward; here you are in 10, 12 and 15 Foot Water, the Ground Mud and Grass. You may likewiſe anchor with 4 or 5 Galleys in the Harbour, near to the Ships that lie there, according as their Number is, where you have 10 and 12 Foot Water, the Ground the ſame, obſerving not to come near the Town, where it is ſhoaleſt Water, but to the Larboard of it; beſides you are too much open to the Sea. When you would ſail in, either between the Two Moles, or into the Harbour, you muſt range along the Head of the Mole, where there is a Crucifix, becauſe of ſome Rocks which ſtretch out under Water, from the Point where the Caſtle ſtands. You may have very good Watering at a Fountain in a Meadow hard by, to the Weſtward. The Wind that blows into this Harbour, is ESE. but when you are in the Mole, there is nothing to fear, for *Verte* Iſland ſhelters you from the Sea; Ships paſs round the Iſland. You may anchor without the New Mole, at 2 or 3 Cables Diſtance, in 4, 5 and 6 Fathom Water; but you muſt not be there in the Night-time. You may likewiſe anchor with Ships upon the Coaſt of *Ciotat*, over againſt a Point with 2 Windmills upon it, within a ſmall Cannon-ſhot of the Shoar; you will be there in 6, 7 and 8 Fathom Water, ſandy Ground.

Bandol. About 10 Miles SE. 5 deg. E. from the Iſland of *Ciotat*, ſtands the Caſtle of *Bandol*, upon a Point of a moderate heighth, oppoſite to which there is a ſmall Iſland, and near it to the Eaſtward, there is a ſmall Rock above Water, about 100 Fathom diſtant from the Iſland. You may paſs between in a Galley, there being 6 and 7 Fathom Water, provided you keep a little nearer to the Iſland than the Rock; however it is not convenient to paſs that way, becauſe you do not ſhorten your way by it.

On the other ſide of the Iſlands there is a Bay in Form of a Semi-circle, in which you may anchor, eſpecially with Galleys, and if you will, with Ships. When you would anchor at *Bandol*, you may range along the Rock at Diſcretion, leaving it on the Left-hand as you go in, continuing this Courſe, till you are againſt a large Houſe that ſtands on the Sea-ſide, on the ſame ſide with the Caſtle, and then you will be in 5, 6 and 7 Fathom Water, the Ground Mud and Grais; you muſt not come too near the Caſtle, there being no depth of Water. You cannot paſs between the Caſtle and the Iſland but in Boats; nor muſt you range too near the Starboard Point, which is call'd *Leque*, becauſe of the Rocks, which ſtretch out a little way under Water, the Wind you are expoſed to here, is the SSW. Barks often come here to load with Wine.

Bruſc Road. The Road of *Bruſc* is a large Bay about 3 or 4 Miles deep, and 3 over, and is form'd by a *Peninſula*, call'd *Embies*, on the Top of which, and almoſt in the middle, there is a round Tower, and ſome Houſes beneath it. This *Peninſula* ſtretches about Two Miles to the Weſtward, and ſeems to be ſeperated from the Coaſt, becauſe it is joined only by a little, narrow, low, Neck of Land, at the End of which there are ſeveral great Rocks above Water, and ſome under Water, call'd *Raveaux*. At the End of the largeſt, there is a Ledge of Rocks almoſt level with the Water, which ſtretches about a Cable and a half to the WSW. which is very dangerous, and if the Sea is never ſo little diſturb'd, it paſſes over it; for which reaſon when you come from the Eaſtward, and would anchor in this Road, you muſt make a large Compaſs to avoid it. To the Northward of the great Rock of *Raveaux*, which is to the Weſtern Point of the *Peninſula* of *Embies*, there is a Rock almoſt Level, with the Water at about a Cable and half's diſtance, which you muſt be aware of, as likewiſe of a Tunny Fiſhing-Net, which is plac'd there in the Summer; which you muſt give a little Berth, to prevent the Net hanging in your Rudder.

The beſt anchoring Place in *Bruſc*, eſpecially for Galleys, is to the Northward of the Tower of *Embies*, over againſt a ſmall ſandy Shoar, where there are ſome Ware-houſes for curing of Tunny Fiſh, which you muſt not come too near to, becauſe there is very little Water; you anchorf within Two Cables Length of the Coaſt, or if you will, you carry the End of your Cable a-ſhoar; you are there in 5 and 6 Fathom Water, the Ground Mud and Graſs; the Anchors hold ſo well there, that you are now and then oblig'd to weigh them; you muſt not go in farther than the Eaſtermoſt Point of the above-mentioned ſandy Shoar, becauſe the Water fails you at once. Ships anchor a little more without the Tower, but over againſt it, and in caſe of any Misfortune from the Sea, as it ſometimes happens, after they have loſt their Anchors, they may go and run a-ſhoar in the Bottom of the Road, until Succour comes to them.

Cenari. In the Bottom of this Road, where you ſee a great ſandy Shoar to the NE., ſtands the Village of *Cenari*, ſituated on the Sea-ſide, before which there is a ſmall Mole for Barks, and other little Veſſels that go to load Wine there.

You

You likewiſe ſee in the bottom of the Road the ſmall Town of *Sixfours*, ſtanding on a very high riſing Ground. The moſt troubleſome Winds in this Road is the WNW. and NW. but as the Ground is very good, they do you no harm. You water in the bottom of the Bay near the Warehouſes towards *Sixfours*, or elſe at *Cenari*.

About five or ſix Miles SE. from the Point of *Embies*, lies Cape *Sicie*, which is very high and ſteep on all ſides, and upon it ſtands a Chappel of our Lady. Near to the Eaſtern Point of the Cape, there are two great Rocks above Water, in Form of a Sugar-Loaf, call'd the *Brothers*, by the Reſemblance they have to one another. You may paſs between the Cape and the Rocks without any Danger, there being ten and twelve Fathom Water; but you muſt paſs in the midd Channel, becauſe of a Rock under Water cloſe to the Cape, to the SE. There is another to the Eaſtward of the *Brothers*, about a Cable and a half off. Cape *Sicie*.

Six or ſeven Miles NE. by E. from Cape *Sicie*, lies Cape *Sepet*, which makes the Entrance into the Bay of *Thoulon*; as it is very high, they make Signals from thence, to warn the Town of *Thoulon* of all Ships that come in Sight. Between theſe two Capes there is a ſort of Bay with ſome Landing-places, eſpeciſlly towards Cape *Sicie*, in a low Ground, before which you may anchor in caſe of Neceſſity. At the Southermoſt Point of Cape *Sepet*, there is a Rock level with the Water, a Cable's Diſtance off of the Land, where the Sea breaks ſometimes. To the Eaſtward of the Point of Cape *Sepet*, there is a ſmall Creek (where there is a Houſe) before which you may anchor, when you cannot reach *Thoulon*-Road; you are there in ten and fifteen fathom Water cloſe to the Shore, the Ground Mud and Graſs. Cape *Sepet*.

Beyond Cape *Sepet*, to the NW. is the large Bay of *Thoulon*, in which there are ſeveral good Anchoring-places About two Miles WNW. from the Point of Cape *Sepet*, and within the Cape, there is a ſmall Creek between two large Points, which is commonly call'd St. *George's-Hollow*, oppoſite to which, Galleys anchor in 8, 10, 12 and 15 fathom Water, the Ground Graſs and Mud, carrying a Faſt, if you will, to the Weſtern-Point; but you muſt not go too far into St. *George's* Creek, becauſe the Water fails you of a ſudden. Men of War, and other great Ships anchor farther out, in the Place which is called the *Great Road*. They can likewiſe anchor between the two Towers of *Balaguier* and *Eguillette*, or towards the middle of the Bay, where there is 8 and 10 fathom Water. Between the Point of Cape *Sepet* and the Point of St. *George's Hollow*, there is a large *Infirmary*, called the Hoſpital of St. *Lewis*, or St. *Mandry*. When you go from Cape *Sepet* to St. *George*, or into the great Road, you muſt look out for a Tunny Fiſhing Net, which is plac'd there in the Summer, almoſt half way between one and the other, againſt a large Point. *Thoulon*-Road.

About half a League NW. from St. *George's* Point, there is a large round Tower, that is fenc'd about, and fortified with Guns, ſtanding on the Sea-ſide, call'd the Tower of *Balaguier*; between both there is a Bay, to the Eaſtward of which there is a *Lazarett*, or Sick-Hoſpital; The Land is very low to the Sea-ſide, with large Sandy Landing-places, where infected Ships do generally perform *Quarantine*. The Tower of *Balaguier*.

About 360 fathom N. by W. from the Tower of *Balaguier*, there is another large ſquare Tower ſtanding on the Sea-ſide, and fenc'd about with a *Fauſſe Braye*, call'd the Tower of *Eguillete*; you may anchor any where between theſe two Towers, in four, five and ſix Fathom Water. *Eguillete* Fort.

About 650 fathom to the Eaſtward of *Eguillete* Fort, there is another likewiſe ſtanding on the Sea-ſide, call'd the great Tower, fenc'd about with a *Fauſſe Bray*; all theſe Towers are very well provided, and defend the Roads, and Approaches to *Thoulon*. You muſt not come at leaſt, within two Cables Length of this Tower, by reaſon there is a long Point which ſtretches out a great way, with a very little Water upon it. About 400 fath. SSW. from the great Tower, there is a ſmall Shelf of Sand with five fathom Water upon it, and all about it there is ten or twelve fathom. There is another ſmall Shoal about 350 fathom NW. by W. from the ſaid Tower, upon which there is only three and a half fathom Water. The Great Tower.

Beyond theſe two laſt Towers, to the Northward, there is ſtill a large Bay, and to the Northward of the great Tower about a Mile and a half, ſtands the Town of *Thoulon*, a conſiderable Place, as well for its incomparable Bay, as for the Goodneſs and Beauty of its Harbours and Baſons, and for the Fleets which the King fits out there; beſides the Fortifications that are about it. There are likewiſe ſeveral Batteries lately rais'd in different Places of the Bay to defend the Approaches. When you come from the Sea, and would anchor in the little Road, which is *Thoulon*.

oppoſite

oppoſite to the Town, at the opening of the old Harbour, or that you would fall into both the Harbours, you muſt beware of a Shoal call'd the *Taſſe*, which is almoſt over-againſt the great Towes on the Starboard-ſide, as you go in, a little more within, a good Cable's Length off upon which there is only one or two foot Water; for which reaſon, both in going in, and coming out, you muſt be careful to keep from it, afterwards ſteer directly with the middle of the Town, where you will find from 8, 7, 6, to 3 fathom Water, the Ground Mud and Graſs, till you are near the Entrance of the old Harbour, which lies to the Eaſtward.

Galleys generally anchor oppoſite to this Entrance in three and four Fathom Water, ſome carrying Faſts aſhore, with an Anchor to the SSW. to lie open to the NW. Wind, which is very violent. The King's Ships do generally lie in one or the other Harbour, which are ſhut up every Night with a Chain; but when they are fitted out, they come and anchor in the little Road above-mentioned, to the Eaſtermoſt part of it, which Place is call'd *Marilon*.

The *Seine*. About four Miles to the Weſtward of the Town of *Thoulon*, there is a large Bay, with a large Village in the bottom, call'd *Seine*, ſtanding on the Sea-ſide. You may anchor there with midling Ships, but you muſt paſs in midd Channel, there being very little Water near the Shore, the Ground being here muddy and long Graſs. However, pretty near the Town, you have three, four and five fathom Water. The Wind you are expos'd to in the little Road, is the WNW. and in the great Road the ENE. the NW. Wind is likewiſe very violent there. The Latitude is 43 deg. 9 min. and the Variation 6 deg. NW.

Fort *Vigmettes*. About a Quarter of a League NE. from the great Tower is the Fort *Vignettes*, which is a ſort of a Fortification level with the Water, which is lately built there, with a Battery near it to the Eaſtward, before which you may likewiſe anchor, in caſe you cannot reach the Road; you are ſhelter'd there from the NW. N. and NE. Winds, and have twelve and fifteen fathom Water pretty near the Shore.

St. *Margaret*. About four or five Miles NE. from Cape *Sepet* lies the Point of St. *Margaret*, which is very ſteep, on the Top of it there is a Church with ſome Houſes adjoyning; between the great Tower and this Point the Coaſt is high and very ſteep, and they have lately rais'd there three or four Cannon, and Bomb-Batteries.

Querqueregne. About three or four Miles SE. from the Point of St. *Margaret*, there is a large Point call'd *Querqueragne*; to the NW. of it there is a ſmall ſandy Creek, where Galleys may anchor in caſe of Neceſſity, there being five and ſix Fathom Water, the Ground Mud and Graſs; you are ſhelter'd there from the SSW. Wind, and only the Weſt and NW. Winds blow in there.

Bonne-Grace. About four Miles to the Eaſtward of the Point of *Querqueragne*, there is another Creek called *Bonne Grace*, in the bottom of which, is a Houſe for curing Tunny Fiſh; there are ſome Rocks off of the NW. Point above Water, where you may anchor in caſe of Neceſſity, with one or two Galleys in ſix and ſeven Fathom Water, having a Mooring upon the Rocks, or elſe upon the Shore, on the ſame Side, but you muſt not let your ſelf be ſurpriz'd by the Sea-Winds.

Cape *Eſcampe-Barion*. About thirteen Miles ESE. from Cape *Sepet*, and ſix Miles to the Southward of the Creek of *Bonne Grace* lies Cape *Eſcampe-Barion*; between the two latter there is a large Bay, with a very low ſandy Shore, and a great Lake in the middle, over which you diſcover the Ships that are at anchor in the Bay of *Hieres*. Off of the Northward Point of *Eſcampe-Barion*, there are three or four large Rocks above Water, and ſome others that are ſmaller, lying about a Mile and a half out; you may paſs between the two, which are outermoſt. You may anchor with Galleys to the NE. of the largeſt Rock, which is call'd *Vedeau*, near to the Coaſt of *Eſcampe-Barion*, in 5, 6 and 7 fathom Water; you are there ſhelter'd from the Sea-winds by the help of theſe Rocks, but there is generally a Tunny Fiſhing-Net there, in the Summer-time. Cape *Eſcampe-Barion*, is a large Point, very ſteep to the Southward; it appears at a Diſtance like an Iſland, whether you come from the Eaſtward or from the Weſtward, becauſe of the low Land which is to the Northward; there are ſeveral Trees upon the Cape, with a Houſe reſembling a Caſtle, and a ſmall Tower near it; you muſt be very wary how you approach this Point, becauſe of ſome Rocks about it above Water, and a large Swell which generally runs there.

Ribaudas-Iſland. From the Point of *Eſcampe-Barion* to the Point of the *Budines*, it is about ſix Miles, and almoſt half way there is a ſmall oval Iſland called *Ribaudas* or *Ribadeaux*, and between this Iſland and the Coaſt of *Eſcampe-Barion*, there is another ſmaller one, about 200 fath. off. You may paſs in

in Galleys between theſe Iſlands, obſerving to keep in midd-Channel, where you have 3 and 4 fathom Water; you ſee the Ground very clear, as you go along, but you cannot paſs between the other ſmall Iſland and the Land, but in Boats; you may range along the Iſland *Ribaudas* at Diſcretion, from one end to the other, excepting the SW. Point, becauſe of ſome Rocks near it under Water.

The Gulph or Bay of *Hieres* is formed by two long Points, the Weſtermoſt of which is call'd *Badines*-point, and the Eaſtermoſt Cape *Benat*. There is a large Bay between both with ſeveral Landing-places, and without theſe Points there are four Iſlands, which take up all the ſpace of the Bay, and form ſeveral good Anchoring-places. *Porquerolle*-Iſland, which is the Weſtermoſt, is the moſt conſiderable, as well for its Fortifications, as for its being more inhabited than the the reſt, it likewiſe ſhelters the Roads under-mentioned from the Sea, the moſt of any. *Porquerolle Iſland.*

The Weſtermoſt-point of this Iſland, which is generally call'd *Langouſtiez*, is only a Quarter of a League diſtant from *Ribaudas* Iſland above-mentioned; both Ships and Galleys generally paſs between theſe two Iſlands, there being 8, 10 and 12 Fathom Water, which is commonly call'd by Galleys, *The Great Paſſage*, and by Ships, *The Small Paſſage*, in compariſon with another which I ſhall explain anon. This Point which is low, is a *Peninſula*, and indeed appears ſo at a diſtance, it has a few Fortifications upon it, and a little higher up, a round Tower, with two or three Houſes adjoining. There are on both ſides of this Point near it ſome Rocks, with very little Water upon them; however, Men of War may paſs in the Midd Channel, without any Danger. This Iſland is about two Leagues long; and high in certain Places, eſpecially at the Eaſt-end; there is a ſmall Fort in the middle of the Iſland on the North-ſide, with a Tower in it. There is another Fort at the Eaſt-end upon a Point, and between both a ſandy Bay, where Ships and Galleys may anchor in 6 and 7 Fathom water, the Ground Graſs and Sand; you are ſhelter'd there from all the Sea-winds; but you muſt have a care not to be ſurpriz'd there by the Land-winds. Off of the NE. Point of the Iſland there are two large Rocks above water, and two others off of the Southermoſt-point. *Langouſtiez.*

About five or ſix Miles to the Eaſtward of *Porquerolle*-Iſland, there is a ſmall Iſland of a moderate Height, call'd the Iſland *Bagueaux*, which is inhabited; it is the ſmalleſt and loweſt of all the Iſles of *Hieres*; you may range along it on all ſides, except at the NE. Point, cloſe to which there is a Shoal, a Cable in Length. The *Great Paſſage*, through which Men of War and other great Ships do generally go, is between theſe laſt Iſlands, where there is no Danger. Cloſe to *Bagueaux* Iſland is the Iſland of *Porte-Cros*, which is the higheſt of them all. On the ſide towards *Bagueaux* Iſland, it has a ſmall Bay call'd *Porte-Cros*, where ſix or eight Galleys may anchor, but very much ſtreightned; you have here three or four Fathom water, according as you berth your ſelf. The Wind you are expos'd to here is the NW. On the Starboard-ſide you have deepeſt water, you muſt lie with your Stern to the bottom of the Bay, and have a good Anchor down to the NW. Moorings aſhore. *Porte-Cros* Iſland is very high and ſhrubby; on the NW. Point, on the Entrance into the Port, there is a ſmall Fortreſs, and above a Star-Fort with a Tower in the middle; in the bottom of the Bay there is a large Garden in which you may water; at the Point where the Caſtle is, there are ſome Shoals, which you muſt avoid, though they are not far off. *Bagueaux* Iſland.

You may likewiſe anchor, in caſe of Neceſſity, between theſe two Iſlands, near to that of *Bagueaux*, in 15 and 16 fathom Water, Mud and Graſs, having a Mooring aſhore, to be ſhelter'd from the Weſt and NW. Winds, which you are open to here; you may ſafely paſs with all ſorts of Veſſels between theſe two Iſlands, there being above 20 Fathom Water. Beyond the Caſtle to the NW. there is a large Rock, behind which there is a little Bay with a ſmall Landing-Place, where, upon Occaſion, a couple of Galleys may anchor in four and five Fathom water, the Ground Mud and Graſs; there is only the NNW. Wind that you are open to; you have here a Spring of good Water.

To the Eaſtward of *Porte-Cros*, there is a large Bay, call'd *Pormaye*, in which you may anchor with Galleys, eſpecially to the Northward near the Shore, where you have three and four Fathom Water, the Ground Mud and Graſs, and ten or twelve Fathom in the middle, the ſame Ground; you have only the NE. Wind to fear, which blows full in here. On the Larboard-Point as you go in, you ſee an old ruinous Tower, which ſerves you to know it; in the bottom of the Bay you have a ſmall Spring of Water. *Pormaye.*

Between *Porto-Cros* Iſland and the *Levant*, which is near it, there is a Rock under Water, almoſt in the middle of the Paſſage, for which reaſon it is not well to paſs this way, unleſs you are well acquainted here. There is likewiſe on the Southern-ſide of this Iſland directly in the Middle, about two Cables Length off, a ſmall Iſland, and ſix Fathom Water between both.

Levant Iſland. About a Quarter of a League to the Eaſtward of *Porto-Cros* Iſland, lies the Iſland of *Levant*, which is the laſt and largeſt of the Iſles of *Hieres*; it is not inhabited, and has no Anchoring-places, except a few Bights to the Southward, where Brigantines ſhelter themſelves ſometimes. At the Eaſtern-point of the Iſland there are ſome Rocks above and under Water, one of which lies a great way out, appearing like a Boat, and is call'd *Eſquinade*; it is about a Mile from the Iſland, and without it, to the Eaſtward, there are ſome Rocks under Water, where the Sea breaks in bad Weather.

Badines-Point. The Point of *Badines* is about 3 Miles NE. from the Iſland *Ribaudas*, as has been ſaid before; this Point makes the beginning of the Bay of *Hieres*; it is moderately high, and at the end of the Point cloſe to the Shore, there is a Rock above Water; you may however anchor within half a Cannon-ſhot of it, to the Northward, oppoſite to a ſandy Shore, in five and ſix Fathom Water, ſandy Ground; this Berth is proper for the SSW. and Weſt Winds, but you muſt not let your ſelf be ſurpriz'd there by Eaſterly Winds, in which caſe you muſt go and anchor at *Capeau*.

Capeau. About ten Miles NE. from *Badines* Point, there is a large Store-houſe, appearing at a diſtance like a Caſtle, call'd *Capeau*, ſtanding on the Sea-ſide, near to which paſſes a ſmall River, where you water; you generally anchor with Galleys before the Ware-houſe, within a ſmall Cannon-ſhot of the Shore, in four and five Fathom Water, the Ground Mud and Graſs, and the Anchors hold very well. To the Eaſtward of the Store-houſe there are large Salt-ponds, and ſeveral Heaps of Salt, the beſt Anchoring-place is between the Store-houſe and theſe Heaps of Salt. Men of War and other Ships anchor over-againſt the Store-houſe, at a League's diſtance from the Shore, to be the better in readineſs to get under Sail. You ſee the Town of *Hieres* on a riſing Ground, about 4 Miles diſtant from *Capeau*. From *Badines*-point to the Point of *Argentiere*, the Coaſt is low, ſandy and marſhy; the Winds that are the moſt troubleſome in the Road of *Capeau*, are the SE. S. and SW. which cauſe a great Sea; the NW. Wind is ſometimes very violent there.

Fort of *Breganſon*. About nine or ten Miles E. by S. from the Store-houſe of *Capeau*, there is a little round Iſland with an old Caſtle upon it, call'd *Breganſon*, and about three Miles NVV. from *Breganſon*, there is a large Point, call'd *Argentiere*; to the Eaſtward of this Point, between two other Points, there is a ſmall ſandy Creek, before which Galleys may anchor in Caſe of Neceſſity, in three, four and five Fathom water. You may likewiſe anchor, upon occaſion, between this Point and and the Iſland of *Breganſon*, oppoſite to a Landing-place call'd *Eoube*, but you cannot paſs between the Land and the Iſland *Breganſon*, but in Boats.

Cape *Benat*. Two Miles to the Eaſtward of *Breganſon*, is the point of Cape *Benat*, which makes the extream end of the Bay of *Hieres*; it is very high and ſteep on all ſides, you muſt not come too near to it, becauſe of a Shoal that lies a Cable's Length from it. At the Eaſtermoſt Point there is a large Rock above VVater, with ſome Rocks about it a very little way under Water; you cannot paſs between both but in Boats. Cloſe by this great Rock to the Northward, there is a ſmall Creek, where five or ſix Galleys may anchor in caſe of Neceſſity, with the Winds at Weſt, and NW. having Faſts a-ſhore; you have here ſix, eight and nine Fathom water, the Ground Mud and Graſs.

Lavendour. About two Miles to the Northward of this Rock, there is a long Ledge of Rocks above water, and level with it, and on the other ſide a ſandy Creek, call'd *Lavendour*; you know this Place by a ſort of Caſtle you ſee upon a Mountain, and ſome Fiſhermens Store-houſes near the Sea-ſide. Galleys generally anchor over-againſt the Landing-place, near to the Northward-point, upon which they carry Faſts with a good Anchor down to the Eaſt. This Anchoring-place is proper when you are going to the Weſtward, from which VVind you are ſhelter'd by the Point of Cape *Benat*, but with Eaſterly VVinds you muſt quit this Place, and go to *Capeau*.

Borme. About two Miles to the Northward of *Lavendour*, you ſee a large ſandy Shore, from whence you diſcover the little Town of *Borme*, which is half a League from the Sea-ſide, as likewiſe another Village upon a Point near the Sea.

Three

Three Miles NE. by E. from the Point of Cape *Benat*, there is a great Rock above Water, reſembling a great Boat, call'd the *Bouste*, which you may range on all ſides without any Danger, but you muſt take great care of it, eſpecially in the Night-time.

From Cape *Benat* to Cape *Taillar*, the Courſe is E. by N. about 18 Miles; to the NW. of this Cape there is a Point ſtretching a little out to the Eaſtward, with a ſmall round Tower and, ſome Fiſhermens Storehouſes upon it, and is call'd *Cavalaire*, but you cannot ſee theſe Store-houſes till you are open with the Bay. On the other Side of this Point there is a ſmall ſandy Bay, in which Galleys and other Veſſels, may anchor in 3 and 4 Fathom Water; you have 8 and 10 Fathom Water in the Bay, and at the Mouth. Between *Cavalaire* and Cape *Taillar*, there are Two large ſandy Bays, ſeparated by a large Point, oppoſite to which Point you may anchor with the Winds at E. and NE. there being 15 and 20 Fathom Water cloſe to it, the Ground Mud and Graſs, but in caſe of North Weſterly Winds, you muſt immediately remove to *Cavalaire*, which is near it. *Cavalaire.*

Cape *Taillar* is a long Point ſtretching into the Sea, which at a Diſtance ſeems to be an Iſland, becauſe of a low ſandy Neck of Land, which is between the high Land and it: This Point is pretty high, with a Watch-Tower a top of it, and cloſe to the Point ſome Rocks above Water; you may anchor in caſe of Neceſſity, with Galleys on either ſide of this low Land, in 6 and 7 Fathom Water. Cape *Taillar.*

Three Miles NE. from Cape *Taillar* lies Cape *Lardiez*, which is a large ſteep Point on all Sides; at the Point of this Cape there is a little Oval Iſland, without which there are 2 Rocks above-Water like Boats, between which Rocks Galleys may paſs, but not between Cape *Lardiez* and the little Iſland, becauſe there is not depth enough of Water. To the Eaſtward of the outermoſt Rock about Three Cable's length off, there is a very dangerous Rock under Water; for which reaſon you muſt paſs without it, unleſs you go between Two Rocks, as has been ſaid before. Cape *Lardiez.*

From the Iſland at the Point of Cape *Lardiez* to Cape *De la Moutte* or St. *Trope*, the Courſe is N. by E. 5 Miles, there is a Bay between both, with a large ſandy Shore, call'd *Pampelune*, in which you may anchor in 5, 6 and 7 Fathom Water, the Ground Mud and Sand, and the Anchors hold very well; you ſee to the Southward ſome Fiſhermen's Store houſes; you may likewiſe anchor with Galleys in caſe of Neceſſity near to the little Iſland, in 10 and 12 Fathom Water, having a Faſt a-ſhoar; you are there ſafe from the SW. and W. Winds, but you are expoſed to the E. and SE. Winds; theſe Anchorages are not good but in Caſe of Neceſſity, when you come from the Eaſtward. *Pampelune*

Cape *de la Moutte* and Cape St. *Trope*, is almoſt the ſame, being a large Point of a moderate heighth, and about half a League wide, the Southermoſt Point of which is called Cape *de la Moutte*, and the other, St. *Trope*. Oppoſite to Cape *de la Moutte*, a ſmall Quarter of a League from it, there is a large Rock above Water, call'd the *Moutte*, and about a Mile to the Northward of it, there is a Ledge of Rocks above and under Water, which ſtretch out a Mile and a half from the Point of St. *Trope*; therefore when you would go to St. *Trope*, you muſt give it a good Berth. Cape St. *Trope.*

On the other ſide of St. *Trope* Point, there is a large Bay, called the Gulf of *Grimault*, or St. *Trope*, which is about Three Miles deep, and Two wide. So ſoon as you are got round the Point of St. *Trope*, you ſee the ſmall Town of St. *Trope*, upon a low Point, and between the Two Points there is a little Bay call'd *Canoubiez*, in which Galleys and even ſmall Ships may anchor, in 6 and 7 Fathom Water, the Ground Mud and Graſs: The beſt anchoring place is in the middle of theſe Two Points, a little nearer to the Town than the other ſide, but you muſt not go too far in; the Wind which blows with the greateſt Violence there, is the NW. notwithſtanding that it comes from the Land, it is nevertheleſs troubleſome, becauſe it paſſes between 2 high Mountains that are in the Bottom of the Gulf; But in one Word, this is no very good anchoring Place. *Canoubiez.*

The Town of St. *Trope*, is, as I have ſaid before, upon a low Point almoſt in the Bottom of the Gulf, before which there is a ſmall Mole for Barks, and above the Town, on a little riſing Ground, there is a Fortreſs, which you diſcover after you have doubled Cape *Lardiez*, and there are ſome Windmills near it; you may likewiſe anchor with a few Galleys before the Town to the Weſtward. Almoſt in the middle of the Entrance of the Gulf of St. *Trope*, there are ſome Rocks above Water, and level with it, called the *Sardineaux*, but you leave them on the Right as you go in, and there is nothing to fear. St. *Trope.*

About

The Gulf of *Frejus.* About 16 Miles NE. 4 deg. N. from the Point of Cape *Lardier*, ſtands the Point *Nagaye*, and between both theſe Points is the Gulf of *Frejus*, which is 7 or 8 Miles deep, you ſee almoſt in the middle, the Town of the ſame Name, about half a League diſtant from the Sea-ſide, and near it in the Bottom of the Gulf a ſmall River runs into the Sea, and to the Weſtward there is another large River, call'd the River of *Argens*.

St. *Raphael.* In the Bottom of the Gulf at the Eaſtermoſt End of the landing Place, there is a large Point of Rocks, beyond which there is a ſmall Village call'd St. *Raphael*; about 3 Miles to the NW. of the Point of *Nagaye*, as you go into this Gulf, there are Two or Three great Rocks above Water call'd the *Lyons*.

Nagaye Road. The Road of *Nagaye* is about a Mile deep, and 4 or 500 Fathom over; it lies behind a large Point at the Entrance of the Gulf of *Frejus* to the Eaſtward. The Weſtermoſt Point of *Nagaye* Road is very high and ſteep, and upon the Top of it towards the Sea, you ſee a large round Watch-Tower; this Point appears reddiſh at a Diſtance, and has ſome Rocks near it, eſpecially to the Weſtward; the Eaſtermoſt Point as you go into *Nagaye* is low, and on the End of it there is a round ruinated Tower, and within the Tower there is a large Houſe with a ſmall Caſtle near it, upon the Sea-ſide, for the Defence of the Entrance. In the Bottom of this Bay, to the NW. there is a large Valley, in which there runs a Rivolet with Trees about it, where you may water, if they have not thrown their Hemp in it. The uſual Place of Anchorage for Galleys is to the Eaſtward within the Caſtle, with an Anchor down to the SSW. in 9 and 10 Fathom Water, the Ground Mud and Graſs. When the NW. Wind blows freſh, it comes with great Violence between the Two Mountains, thro' which the Rivolet runs. At thoſe times you muſt get over to the Weſtern part of the Road, and moor your ſelf well, for this Wind is very violent, eſpecially in the Winter. You muſt not come too near the Point where the Caſtle ſtands, nor to the Starboard Point where the demoliſh'd Tower is, becauſe there are ſeveral Rocks at a good Cable's length Diſtance, both above and under Water. The Wind you are expoſed to here is the South; you have very good cutting of Wood to the Weſtward.

Cape *Roux* Cape *Roux* is a large Mountain, ſteep on all ſides, in which are reddiſh Spots, from whence it has its Name; it is cover'd with ſeveral Trees, and is about Three Miles ENE. from the Entrance into *Nagaye*.

Dangers. Almoſt half way, as you go from *Nagaye* to Cape *Roux*, you ſee a ſmall Iſland with a few little Rocks above Water about it, a good Muſquet-ſhot diſtant from the Coaſt; at the Point of this Iſland there is a Rock above Water, which the People of the Country call *La Viſille*, and about 110 Fathom directly Southward from this Rock, there is another which is like a large Tunn, for which reaſon it is called the *Boute* of *Nagaye*. You may paſs between theſe two laſt Rocks without Danger, provided you keep pretty near to the *Boute*, for at the other Rock there are ſome Shoals. About 120 Fathom directly South from the *Boute*, there is a ſmall Ledge of Rocks under Water, about 25 Fathom in Circuit, with only 5 Foot Water upon it, where you ſee the Sea break, when it is agitated. You may paſs without any fear in a Galley, between theſe Dangers and the *Boute*, ranging along it at Diſcretion, becauſe you ſee the Dangers on both ſides; but it is always the ſafeſt way to paſs without all, to hazard nothing.

Gulf of *Napoulle.* About 9 Miles ENE. from Cape *Roux*, are the Iſlands of St. *Honore* and St. *Margaret*, in this Diſtance there is a large Bay called the Gulf of *Napoulle*, and about a League to the Northward of Cape *Roux* there is a large Point ſtretching a little way out into the Sea, behind which is a Village called *Napoulle*; you may anchor before this Village with Galleys and other Veſſels in 8 and 10 Fathom Water pretty near the Land; But this Anchorage is only proper for the NW. W. and SW. Winds, and you lie open to all the other Winds; however there is a ſort of Mole, or rather a heap of Stones, which can ſhelter you from the SSW. Winds. In the Bottom of this Gulf, there is a ſmall River.

Cane. About 3 Miles to the Northward of the Iſland St. *Honore*, is the ſmall Town of *Cane*, ſtanding on the Sea-ſide, near to a large Point, upon the Left, upon which there ſtands a ſmall Caſtle, and ſome part of the Town; you may anchor with Barks oppoſite to the Suburbs, which are upon the Sea-ſide, in 3 and 4 Fathom Water, ſandy Ground; you muſt not come too near the Point the Caſtle ſtands on, becauſe of ſome Rocks under Water that lie about it. In fine Weather Galleys may anchor here, but to come here, you muſt give a good Berth to the Iſlands of St. *Honore* and St. *Margaret*.

The

The Islands of St. *Honore* and St. *Margaret* are very flat, and near one another, and are about a League in Circumference; St. *Honore*, which is the lowest, is to the Westward, and upon the Southern Point there is an Abby of *Benedictine* Fryars, made like a square Tower, upon which there are some Guns to defend the Approach; you likewise see some Houses hard by, with Two small Groves of Pine Trees. To the Southward of the Abby there are several Rocks above and under Water, and about 300 Fathom S. by E. from the same Abby, you see a small Ledge of Rocks above and under Water, called the *Monks*, which are very dangerous; the Sea always breaks upon the outermost of them. There are several other Rocks on the same side of this Island, but you see them all appear above Water. Opposite to the Eastermost Point of this Island, there is a large Rock resembling a Boat, with some other small ones near it. The Island of St. *Honore*.

The Island of *Margaret*, is something larger than St *Honore*, and higher, especially at the N.ermost End. In case of Necessity you may pass between these 2 Islands in a Galley, there being at the least 2 Fathom Water, and the Distance from one Island to the other in some Places, is about 200 Fathom. You may even anchor there, especially at the Entrance, in 3 and 4 Fathom Water, where you would be shelter'd from several Winds. At the Southermost Point of the Island, there is another small flat Island, surrounded with Rocks, so that you cannot pass between both but in Boats. The highest part of the Island of St. *Margaret* is the Northermost End, upon which there is a considerable Cittadel; under this Castle, Galleys may anchor to the Eastward, and be shelter'd from the SSW. and West Winds, you are there in 7, 8 and 9 Fathom Water, the Ground Grass and Mud. You may, if you will, carry Fasts a-shoar. About a Mile to the Northward of the Cittadel of St. *Margaret*, there is a long low Point, with a Watch-Tower upon it, and Two Houses hard by; But about the Point there are some Shoals of Sand and Mud, as likewise before the Islands of St. *Margaret* and St. *Honore*, however you may pass here with a Galley, if you have never so little Acquaintance with the Place. The Island of St. *Margaret*.

From the Point of St. *Margaret* Island, to the Point of *Garoupe*, it is about 4 Miles ENE. and between these two Points there is a large Bay, which is generally called the Road of *Gourjan*, where several Ships and Galleys may anchor. This Road is easily known, *viz.* When you come from the Westward, by the Islands of St. *Margaret*, as has been explain'd above, and when you come from the Eastward, by Cape *De la Garoupe*, upon which stands our Lady of *Antibes*. It is necessary to observe, when you come from the Westward, to anchor in *Gourjan* Road, that you do not range too near the Point of the Island of St. *Margaret*, because of some Rocks that lye near it, as has been taken Notice of above. Almost in the middle of the Road there is a Rock above Water like a great Boat, call'd the *Boute* of *Gourjan*, and about 80 Fathom South and North from this Rock, there are Two Rocks, both at an equal Distance from the *Boute*, almost level with the Water, upon which the Sea breaks sometimes; these Dangers excepted, you may range pretty near the *Boute*, there being 5 and 6 Fathom Water to the East and West of this Rock. So that you must pass as near as you can in mid-Channel between the Island of St *Margaret* and the *Boute*, tho' there is a great Space between, and 10, 12 and 15 Fathom Water. *Gourjan* Road.

You may likewise pass easily between the *Boute*, and Cape *Garoupe*, which is to the Eastward, there being still a greater Space between, but you must not go too near the first Point of this Cape; for a Cable's Length off there are some Rocks under Water. Almost half way between the *Boute* and Cape *Garoupe*, there is a Shelf of Sand with 5 Fathom Water upon it. As for great Ships they must pass by St *Margaret* Island, or else near to the *Boute*. After you have pass'd the *Boute*, you go and anchor in the Bottom of the Bay, over against a square Tower, call'd the Tower of *Gabelle*, standing on the Sea-side; where you will be within a small Cannon-shot of the Shoar in 5 and 6 Fathom Water, the Ground Sand and Mud. Ships likewise Anchor against this Tower, but a little farther out, and within the *Boute*. The Winds that incomode you most in this Road, are the South and SE. Winds, and when the Wind is at the NW. you may go and anchor over against a large Point to the Westward of the Tower of *Gabelle*, which is call'd *Cane* Point, and there carry Moorings a-shoar; you are there in Five and Six Fathom Water.

When the Winds are at E. and NE. you may go likewise and anchor towards Cape *Garoupe*, that is to say, under the NE. Shoar in a small Bay, call'd *Pilon*, in 4 and 5 Fathom Water, the Ground Grass and Mud: You may likewise carry a Fast a-shoar there, taking care not to come too near the Coast, there being near it thereabouts some Rocks under Water. You may water near the Tower of *Gabelle*, hard by some Houses that stand there. *Pilon*.

Cape *Garoupe.* Cape *Garoupe* is a long low Point about 4 or 5 Miles in Circuit; almoſt in the middle, on the Top of the Point there is a ſquare Tower, and a Chappel called our Lady of *Antibes.* You muſt not come too cloſe to the Extremity of the Point of this Cape, becauſe of ſome Shoals that are near it.

Antibes. About a little League to the Northward of Cape *Garoupe* ſtands the Town of *Antibes*, and between both there is a Bay with ſome landing Places, called the Shoar of *Vacon*; oppoſite to the Southern Point, and under our Lady of *Antibes*, there is a large Rock above Water, about 200 Fathom out, there are between both 2 and 3 Fathom Water. Almoſt in the Bottom of this Bay, there is another Rock above Water, but you may anchor between both Rocks in 4 and 5 Fathom Water, the Ground, Graſs and Mud. You are ſhelter'd here from the South and SW. Winds, but all other Winds blow full in. The Town of *Antibes* is very antient, ſtanding on the Sea-ſide; it is perfectly well fortified almoſt on all Sides; before the Town there is a Mole which has lately been made upon a Point of Rocks, upon which there is a half Moon which defends the Entrance, with a ſmall Fort like a ſquare Cap, which ſtands on the Northward Point. Between theſe Two Forts is the Harbour of *Antibes*, which is very large, with a low ſandy Shoar; part of the Walls of the Town touch the Sea on that ſide, but in all this large Place, there is no depth of Water, unleſs you are near the Mole. About 110 Fathom NNE. from the Point of the great Baſtion, which is in the middle of the Mole, there is a ſmall Ledge of Rocks under Water which are dangerous, there being only a Foot Water at ſometimes upon them, tho' cloſe by you have 16, 18 and 24 Foot Water, you may paſs between the Shoar and this Ledge, where you have 20 and 25 Foot Water, keeping a little nearer to the half Moon than to the Ledge: But the beſt way is to paſs to the right of the Rock ranging at Diſcretion along the Point of the ſquare Cap, for ſo it is call'd; this Rock is to the SE. of the middle of the Fort. Afterwards you muſt ſtand towards the head of the Mole, and then anchor in the Bottom of the Harbour, along ſide of the Mole with your Stern to the Town. When you are thus anchor'd you are ſhelter'd from all Winds, and from the Sea; the ENE. Wind blows full in at the Entrance, but you are ſhelter'd from it when you have got round the Point of the Mole; there is only the NW. Wind which diſturbs you, tho' it comes over the Land you muſt precaution your ſelf againſt this Wind. 'Tis difficult coming in here with the Wind freſh at Eaſt or SE. for the Sea then runs very high and hollow. You water above the Town in a Meadow where there is a Spring. Cloſe to the head of the Mole you have 25 and 26 Foot Water, and along the Mole from 18 to 15 Foot near the Gate of the Town. The Latitude is 43 deg. 33 min. and the Variation 6 deg. NW.

Deſcription of the Coaſt of SAVOY.

ABOUT 15 Miles NE. 5 deg. E. from Cape *Garoupe*, is the Weſtermoſt Point of *Villa Franca*; between both there is large Bay with a ſandy Shoar, and almoſt in the middle there is a River call'd the *Var*, which ſeperates *Provence* from *Savoy*.

Nice. About half a League NW. from the Weſtermoſt Point of *Villa Franca* ſtands the Town of *Nice*, ſituated in a Plain on the Sea-ſide; near to it paſſes a ſmall River or rather a Brook of Water to the Weſtward and Eaſtward. It has a very conſiderable Cittadel ſtanding on a large Point which covers almoſt all that ſide of the Town.

Villa Franca. *Villa Franca* is a ſmall decay'd Town, Standing at the Foot of a high Mountain, upon the Sea-ſide, in the Bottom of a Bay which is about Two Miles deep, and a ſmall Quarter of a League over; there is near it a Stoney Caſtle upon the Sea-ſide, on the Larboard hand as you go in. It is eaſily known on both ſides, *viz.* When you come from the Weſtward, by a ſmall ſquare Fort above the Town called *Montaubon*, Standing on a high Point between *Nice* and *Villa Franca*, upon the Extream part of which Point there is a Windmill: and when you come from the Eaſtward, you ſee the Fort of St. *Soupir*, and *Malalongue* Point, Stretching out a great way in to the Sea, and very high in the middle, which ſerves you to know this Place; between the Two Points of the Entrance, you have 35 and 40 Fathom Water. The uſual Place of Anchorage is before the Town, to the ESE. of it, in 15 and 18 Fathom Water. Without the Caſtle here is a *Lazaretto* or Sick Hoſpital, and between both a ſmall Mole, in Form of an L, where you may place 2 or 3 Galleys;

Galleys; but when you would go there, you muſt range with Diſcretion along the Caſtle, to avoid a Heap of Stones lying at the Head of the Mole level with the Water, and after you have got round it, you muſt ſtretch over to the Mole, where there is deepeſt Water, for on the Caſtle-ſide in the bottom, there is no Water. You may likewiſe anchor over-againſt the *Lazaret*, and carry a Faſt aſhore on the ſame Side. When you come to anchor here, you muſt not ſtand too near the Point that is againſt the Caſtle, becauſe of a Rock there, level with the Water.

You water at the Town, and at a *Capuchin* Convent above the Town. The Wind you are expos'd to is the South, and when it blows freſh at SW. there is a great Swell. The Latitude is 43 d. 40 m. and the Variation 6 d. NW.

Malalangue Point.

The Eaſtermoſt Point of the Bay of *Villa-Franca*, is call'd *Malalangue*, which is a high Point and ſtretches out a great way into the Sea; the end of it is low, and a very little way within the Point to the Weſtward, there is a Rock, almoſt level with the Water, where the Sea ſometimes breaks, but it is not far from Land.

St. *Soupir*.

Fort St. *Soupir* is about a Mile NE. from the end of *Malalangue* Point; ſtanding upon a Point of Rocks, which is ſteep on all ſides; between both Points there is a little ſort of Bay. This Fort is pretty conſiderable from the Advantage of its Situation; it is a long ſquare Building, with four Baſtions, and a Half-Moon, which defends the Gate.

Boſe-Tower.

A ſmall half League N. by W. from this Fort, there is a ſmall Point, on the other ſide of which there is a ſquare Tower and a little Chappel, call'd the Tower of *Boſe*, before which there is a ſmall Landing-place, where the French Gallies landed the Cannon and other Stores for the Siege of *Villa-Franca*, there being very little Way to it by Land; but there are ſeveral Rocks under Water about the Point. Between *Boſe*-Tower and St. *Soupir*, there is a large Bay, in which Ships and Galleys may anchor, when they come from the Eaſtward, and cannot reach *Villa-Franca*; you have here 10, 12 and 8 Fathom Water; you muſt anchor towards the Fort of St. *Soupir*, but with diſcretion; where you have 7 and 8 Fathom. About a Cable's Length from the Fort there is a ſmall Ledge of Rocks level with the Water, which you muſt not come near: This Anchorage is not much frequented, becauſe of the Neighbourhood of *Villa-Franca*.

Monaco.

Six Miles NE. from St. *Soupir* ſtands *Monaco*, a ſmall fortified Town, belonging to the Prince of that Name, it is ſituated on a high Point of Rocks, which ſtretches out into the Sea to the Eaſtward, ſteep on all ſides, and almoſt inacceſſible. Behind this Point to the Northward, there is a ſmall ſandy Creek, where Galleys may anchor, having the Larboard Anchor down to the NE. and two Faſts aſhore towards the Town, and a very good one from the Stern to the NW. The Commanding Galley generally anchors under the Town, with the Stern againſt an old ruined Houſe, and her Head near a Battery of four Guns, which is on the Sea-ſide under the Town; you have in this place three and four Fathom Water, the Ground Mud and Graſs: The other Galleys place themſelves about the Commander with their Heads the ſame way. In the bottom, towards the Landing-place, you have five and ſix Fathom Water, but you are too much expos'd there to the Eaſt and SE. Winds. You cannot come any where within a Cable's length of the Shore, becauſe of ſeveral Shoals and Rocks under Water. At the Entrance you have 10, 12, 14 and 16 Fathom Water. The Inhabitants ſay, that there is a large Anchor loſt in the Middle of the Entrance, with 16 Fathom Water upon it, which the Galleys that lie outermoſt ſhould mind, for fear of damaging their Cables; you muſt moor your ſelf well to the NW. for that Wind is ſometimes very violent, becauſe it comes between two high Mountains. The ESE. Wind blows full in at the Entrance, and cauſes a great Sea, that you cannot go aſhore in bad Weather, but with a great deal of Difficulty.

Below the Fort there is a large Houſe, and ſome Fiſhermens Cottages, and in the bottom, where the Landing-place is, you ſee the Walls of a large Garden, in which there is a Well, where you may water. You may likewiſe water about a Mile NE. of the Town, at a Rivulet which turns ſome Miles, lying in a Bight upon the Sea-ſide. Beyond this Rivulet, upon the Top of a Mountain to the Eaſtward, you ſee the Village of *Roquebrune*. To the NW. of *Monaco*, you ſee a round Tower between two Mountains, which ſeparates the Coaſt of *Savoy* from the Country of *Monaco*. This Tower is called *Torbiere*, and belongs to the Duke of *Savoy*, who has a Garriſon there. At the Weſtern end of the Town, and joining to it there is an old Caſtle and a magnificent Palace where the Prince reſides. *Monaco* is eaſily to be known from the whiteneſs of its Walls, and becauſe it ſtands, as I ſaid before, upon a high Point.

Above

Menton. About a League ENE. from *Monaco*, there is a long Point of a moderate Height, call'd Cape *Martin*, and two Miles beyond it to the NE. lies the ſmall Town of *Menton*, under the Juriſdiction of the Prince of *Monaco*, and very near is the Bounds of this Principality terminate, to the Sea. Between Cape *Martin* and *Menton*, there is a ſandy Shore, lying a little hollow, where Galleys may anchor in fair Weather, when they cannot reach *Monaco*; you are ſhelter'd from the SW. W. and NW. Winds. When you come from the Sea, you know this Coaſt by a high Mountain, the Top of which reſembles a Plat-form, commonly call'd the Table of *Monaco*, and ſtands about 5 or 6 Miles NE. from *Monaco*. You obſerve likewiſe another Mountain above it, a little more to the Eaſtward of the Town of *Menton*, towards *Ventimiglia*, in form of a Sugar-loaf, and pretty ſharp on the Top, and is call'd the Needle of *Menton*; both theſe Mountains are ſeen a great way off, and ſerve for very good Marks.

Ventimiglia. About fourteen Miles E. by N. from *Monaco*, is the Point of *Bordiguera*, and two Miles NW. from this Point is the ſmall Town of *Ventimiglia*, ſtanding near the Sea, to the Eaſtward of a large Point on the Side of a ſmall River, which has a Bridge over it. Above the Town there is a Fortreſs, that is conſiderable both for its Strength and Situation. To the Right of the Town there is a ſmall Village in a Plain on the Sea-ſide, cloſe to which to the Eaſtward, there is another ſmall River; Galleys may anchor before *Ventimiglia* in fair Weather; you are ſhelter'd by *Bordiguera*-Point from the ENE. and NE. Winds.

Deſcription of the Coaſt of GENOA, *&c.*

THAT which is generally call'd the Coaſt of *Genoa*, extends from the River *Ventimiglia* as far as beyond the Gulph of *Specie*.

Bordiguera. *Bordiguera* is a ſmall Town ſituated on a Point of a moderate Height, it is encompaſs'd with Walls, and ſeems at a diſtance like a Fortreſs; to the Weſtward there is a Watch-Tower near the Sea-ſide, and ſome Fiſhermens Houſes, you may range pretty near this Point, notwithſtanding there are ſome Rocks above Water, but they are very near the Shore.

St. Remo. From *Bordiguera*-Point to the Weſtern point of St. *Remo* it is a little League Eaſt; this is a large Point almoſt round, with a ſquare Watch-Tower upon it, and a ſmall Houſe adjoyning; and five Miles to the Eaſtward of this Point is the Eaſtern Cape of St. *Remo*, which is almoſt like the former, with a ſquare Tower likewiſe upon it. Between theſe two Points there is a Bay, almoſt in the middle of which ſtands the ſmall Town of St. *Remo*, which makes a very agreeable Proſpect, ſtanding on a little riſing Ground, from whence it runs down to the Sea-ſide; it has all about it Gardens fill'd with Orange and Lemmon Trees, and ſeveral large Palm-Trees, which help you to know it. Before the Town there is a little ſort of a Mole, in form of a Hook, but only ſmall Barks can go there for a ſmall Place to land at, as it ſtands in the middle of a large ſandy Shore; you have no more than 7, 8 and 9 Foot Water here. The Inhabitants of theſe Coaſts do generally hawl their Barks and Boats aſhore. Ships and Galleys may anchor againſt the Town, at about a Mile's diſtance in 7 and 8 Fathom Water, the Ground Mud and Sand, but Ships generally anchor farther out, to be the more in Readineſs to get under Sail. You are expos'd here to all the Sea-winds, and have no Shelter but from the Land-Winds, but the Ground is very good.

St. Stephen About eight Miles ENE. from the Eaſtern Point of St. *Remo*, there is a Point ſtretching out a very little way into the Sea, near to which there is a ſmall Village call'd St. *Stephen*; between both theſe Points the Coaſt lies a little hollow, and you ſee in it a little Fort and a Point, with a few Villages about it.

St. Lorenſo. Hard by the Village of St. *Stephen* is the Village of St. *Lorenſo*, ſtanding likewiſe on the Sea-ſide, near to a low Point. About eight or nine Miles ENE. from St. *Stephen*'s Point, is Port *Maurice*, which is a ſmall fortified Town, ſtanding on a riſing Ground near the Sea-ſide; near the Town to the Eaſtward there is a Convent, and ſome Houſes likewiſe on the Sea-ſide, and there is a low Point of Rocks, which gives a little Shelter, where they hawl their Boats and Barks aſhore.

Twenty

Twenty Miles E. by N. ¾ deg. N. from the Eaſtermoſt Cape of St. *Remo*, and three Miles ESE. from Port *Maurice*, lies Cape *Oneglia*, or Cape *Dian*, where ſtands almoſt in the midſt, the Town of *Oneglia*, which belongs to the Duke of *Savoy*; it is encompaſſed with Walls eſpecially to the Seaward; it ſtands on the Shore in a very fine Plain, with two ſmall Rivers paſſing on both ſides of it; that towards Port St. *Maurice* is the largeſt, near to which are ſome Intrenchments, caſt up at the time that the *French* bombarded it, to hinder their Landing. There are three Forts towards the Sea, one at each end of the Town, and the other in the middle; and towards Cape *Oneglia* there are ſome Fiſhermens Houſes, and an *Octagonal* Fort, upon a Point, to defend the Anchoring-place. Galleys anchor oppoſite to the Town within half a Cannon-ſhot, in five and ſix Fathom Water, the Ground Graſs and Mud, and Ships which go to load there with Oil, keep a little farther out, to be the more ready to get under Sail on Occaſion, though the Ground is very good. *Oneglia.*

About eight or nine Miles NE. by E. from the Cape of *Oneglia* is Cape *delle Melle*; *Oneglia* Cape is a large round Point, with a round Watch-Tower upon it, and a Hermitage beneath it to the NW. with another Tower; it is called ſometimes Cape *Dian*, becauſe it is between *Oneglia* and *Dian*, and therefore common to both. To the NE. of this Point there is a ſort of Bay with a ſandy Beach, in the middle of which is the Village of *Dian*, ſtanding on the Sea-ſide, with ſeveral more about it, by a Mountain. There is a ſmall Fort on the Sea-ſide, near the Village of *Dian*, cloſe to a Church to the Eaſtward. You may anchor before the Village of *Dian* about a quarter of a League from the Shore in ſeven and eight Fathom water; and to be in the beſt Berth, you muſt bring the Steeple of the Church, which is almoſt in the middle of the Village on the Sea-ſide, to bear in one with another that ſtands higher up. Ships anchor farther out, to be able to get about the Points in caſe of Neceſſity. This Anchoring-place is commonly call'd the Ditch of *Dian*, the Ground is fine Sand and Mud, and the Anchors hold very well. *Oneglia Point.*

A Mile to the Eaſt of the Village of *Dian*, there is a round Watch-Tower, near to a ſmall Village call'd *Lou Cervo*, ſituated upon a Point, and ſeveral other little Hamblets about it. *Lou Cervo*

Between the Point of *Lou Cervo* and Cape *Delle Melle* there is another Point call'd Cape St. *Anthony*, and between the two laſt Points there is a Valley, wherein ſtands a Village of the ſame Name. Cape St. *Anthony.*

Cape *Delle Melle*, is a large high Point almoſt round, and upon it there is a ſquare Tower with two Houſes adjoyning; this Point ſtretches the moſt out into the Sea of any upon this Coaſt. Cape *Delle Melle.*

About two Leagues NNE. from Cape *Delle Melle*, lies the Point of *Albenga*, between both there is a ſort of Bay with a ſandy Shore, and almoſt in the middle of this Shore, a very little to the Eaſtward, ſtands the Village of *Araiche*, which ſtretches a long way upon the Sea-ſide. There are three little Forts of two Pieces of Cannon each; oppoſite to the Middlemoſt there is a ſmall Mole, or rather Key for Landing, and to the Eaſtward there are two ſmall round Watch-Towers upon the Sea-ſide, and ſeveral ſmall Villages about the Neighbouring Mountains; but towards Cape *Delle Melle* there is a Village near the Sea-ſide call'd *Languille*, at the end of *Araiche*; To the Weſtward there is a large Brook of Water, with a Bridge of Communication over it. *Araiche*

Oppoſite to Cape *Albenga*, about a little Mile off, there is an Iſland of the ſame Name, about a Mile in Circumference; it is very high, and has a Watch-Tower. You may anchor before the Village of *Araiche*, at about a Mile's diſtance, but to be in the beſt Berth, you muſt bring the Church-Steeple, which is at the Weſtern end of the Village, to bear as much as you can in one with another, towards the Mountain that is above the Village. In this Diſtance you will be in 15, 18 and 20 Fathom Water, the Ground Sand and Mud, and ſo holding, that you are oblig'd every now and then to weigh your Anchors. It is obſerv'd that the Currents do generally ſet to the SW. which is the reaſon that Veſſels cannot lie with their Heads to the Wind, when it is at SE. or SSE. which are the Winds that blow in here; it is not convenient to anchor too near the Village, becauſe of the Sea-winds. Two or three Galleys may anchor with the Wind at ENE. to the Weſtward of the Iſland of *Albenga*, in 12 and 15 Fathom, with a Faſt upon the Iſland. You may paſs between the Land and this Iſland either in Ships or Galleys, there being 10, 12 and 15 Fathom Water, obſerving to keep a little nearer to the Iſland than the Coaſt, *Albenga* Iſland.

 becauſe

becauſe of a long low Point of Sand ſtretching into the Sea, which is the Point of the River of *Albenga*, beſides there are ſome Shoals at the neareſt Point of the Iſland *Albenga*.

The Town of *Albenga* About a League NE. by N. from the Point of *Araiche*, is the Point of the River of *Albenga*, which runs out into the Sea, and is very low, and ſandy, with Trees about it, and almoſt at the end there is a ſmall Fort, to the W.ward of which there is a large Monaſtery, which guides you to know it, and on the ſame ſide near the Fort there is a ſmall River which paſſes by the Town of *Albenga*, there is another Branch of it to the Eaſtward of the Fort. The Town of *Albenga* ſtands about a Mile up in the Country, in a Plain, you ſee here ſeveral Towers which the Captains of Rovers in former times had ſet up here, in Memory of their Victories. From the Iſland of *Albenga* to Cape *de Noli*, the Courſe is NE. about nineteen Miles; between both the Courſe lies in a large Hollow, where you ſee ſeveral Towns and Villages along the Sea-ſide, the firſt of which is, *Albenga*, afterwards *Suria*, *la Barquetta*, *Louva*, *Laprea*, *Final* and *Varigouſta*.

Final. About five Miles WNW. from Cape *de Noli* is the Town of *Final*, belonging to the King of *Spain*; there are two very conſiderable Forts near to one another upon a little Hill, at the foot of which you ſee a large Village upon the Sea-ſide, before which you may anchor in caſe of Neceſſity, in 5, 6 and 8 Fathom Water; but you have no Shelter from the Sea-Winds. When you come from the Weſtward, you know this Place by a large Point, upon the Top of which there are ſeveral large white Spots of Sand, which are ſeen a great way off; afterwards you ſee the Forts above-mentioned, beſides Cape *Noli*, which gives you a thorough Knowledge of it. You cannot ſee theſe Spots of Sand when you come from the Eaſtward.

Varigouſta *Varigouſta* is a ſmall Village ſtanding near a Point of Rocks, about a Mile to the Weſtward of Cape *de Noli*; between both there is a ſmall ſandy Shore.

Cape *de Noli.* Cape *de Noli* is a large Point, very ſteep and ſmooth on the Top, ſtretching out a little way into the Sea; half way up the Point there is an Hermitage.

Noli. To the Eaſtward of Cape *de Noli* there is a ſort of Bay with a ſandy Shore where the Village of *Noli* ſtands, which is known by the ſeveral ſquare and round Towers that have been built, as I ſaid before, in Memory of the Victories which the Roving Captains gain'd from their Enemies. You may anchor before *Noli* with the Winds at SW. W. and NW. when you want fair Weather.

Eſpetourna *Eſpetourna* is another Village about two Miles diſtant from *Noli* to the Northward, ſtanding likewiſe on the Sea-ſide, in a ſandy Creek, before which you may likewiſe anchor with the Shore-Winds; you likewiſe ſee ſeveral other Villages towards the Mountains.

Brazily- Iſland. About four Miles NNE. from Cape *Noli*, there is a ſmall Iſland call'd *Brazily*, upon which you ſee ſome Ruins; you may paſs in caſe of Neceſſity, between it and the Land in Galleys, there being 400 Fathom diſtance between, and eight and nine Fathom Water; obſerving however to paſs in Midd-Channel, and to take care of ſome Rocks above Water, which lie to the ENE. near the Shore, but as they are above Water, they are not very dangerous. You may likewiſe anchor to the Weſtward of this Iſland, when you cannot reach the Bay of *Vaye*, there being 14 and 15 Fathom Water cloſe to the Iſland. A Mile and a half to the NE. of this Iſland, is Cape *Vaye*; between both there is a ſmall Village in a Mountain cover'd with Trees, call'd *Brazily*.

The Road of *Vaye.* The Road of *Vaye* is found by the means of a large Point call'd Cape *Vaye* which ſtretches out into the Sea, and appears whiteiſh at a diſtance, on the Top of which there are ſome old Ruins of Fortifications, you ſee likewiſe more demoliſh'd Fortifications towards the anchoring Place.

In the Bottom of the Road on the other ſide of Cape *Vaye*, you ſee ſome Houſes along the Coaſt upon the Sea-ſide, with a ſmall Chappel, before which you anchor, and to the NW. of the Chappel there is a ſmall Fort of 6 or 7 Guns for the Defence of the Veſſels that anchor there; the beſt Place for Galleys is oppoſite to this Chappel, where you may carry Faſts a-ſhoar: You are there in 5 and 6 Fathom Water, the Ground Graſs and Mud, having an Anchor down to the NW. in 9 or 10 Fathom Water. You muſt not come near the little Fort becauſe of ſome Rocks that lie thereabouts under Water. Ships anchor a little farther out in the Road; the E. and SE. Winds blow in here, and do generally cauſe a great Sea, but as the Ground is very good, there is no Apprehenſion of Danger; when the Winds are at SW. you have likewiſe a great Swell, but you muſt precaution your ſelf chiefly againſt the NW. Winds which are very violent.

Cloſe

Close to *Vaye* to the NW. there is a large Flood of Water, especially in the Winter; beyond this Flood ſtands the Town of St. *John de Vaye*, near to a landing Place upon the Sea ſide. The Knowledge of the Road of *Vaye* is very eaſy, when you come from the Weſtward, by Cape *de Noli*, the Iſland *Brazily*, and by the whiteneſs of the Ruins upon the Top of Cape *Vaye*.

Likewiſe when you come from the Eaſtward you ſee Cape *de Noli* and Cape *Vaye*, which form this Road, as I have ſaid before, with the Two Villages and the Fort in the middle; you likewiſe ſee the Town of *Savona*, and its Caſtle near the Sea, which are ſufficient Marks to know it by.

About 4 Miles NE. from Cape *Vaye* is the Town of *Savona*, and between both there is a Village called *Fournagua*, and ſeveral Work-houſes for making Earthen Ware; near to the Village there is a ſmall River. The Town of *Savona* is pretty large, Standing in a Plain near the Sea, it has a conſiderable Fortreſs upon a Rock towards the Sea-ſide; before the Town there is a Mole, the Entrance of which lies to the Eaſtward, but it is almoſt ſtop'd up with Sand and Rocks, however Galleys may get in there to the Number of 5 or 6. The Paſſage at the Entrance is very narrow, you muſt keep towards the Right as you go in, near to a large Point, it being deepeſt Water there. *Savona.*

About 25 Miles E. by N. from the Point of *Vaye* is the Lanthorn of *Genoa*, which is eaſily diſtinguiſhed in clear Weather. All this Coaſt is very high, and cover'd with Towns, Villages and fine Seats, near the Sea-ſide; the neareſt Place to *Savona* is call'd *Arbiſola*, the reſt are *Selli*, *Varazo*, *Neſtore*, *Moureta*, *Monaſter*, *Concou-ou*, *Lanzan*, *Aſuruza*, *Outry*, *Parma*, *Piſigeſtri de Ponant*, St. *Margaret*, *Sourmelin*, St. *Pietro d' Arena*, and *Genoa*. The Coaſt of *Genoa.*

St. *Pietro d' Arena* is a Suburb of the City of *Genoa*, full of magnificent Pallaces and fine Houſes; it Stands along a large ſandy Shoar, and runs to the Walls of the Town of *Genoa*. St. *Pietro d' Arena.*

The City of *Genoa* is the Capital of a very ancient and well known Republick; it is very large, and beautified with noble Buildings, and Stands at the Foot of a high Mountain, on the Sea-ſide, which waſhes it; ſo that it is a great deal longer, than it is wide; there runs a pretty high Wall not only about the Town, but round all the Mountain, which is cultivated, and full of fine Gardens. This is a Trading City, and very flouriſhing in its Commerce, which brings it great Riches. There is a large Port, made by Art, before the Town; it is cloſ'd in by 2 Moles which run out into the Sea, to make the Entrance more narrow, which is not above 350 Fathom over; the Mole at the End of the Town to the Weſtward, call'd the new Mole, Stretches into the Sea to the SE. about 280 Fathom. Galleys do generally place themſelves along this Mole, eſpecially in the Summer, and anchor there in 7, 8 and 9 Fathom Water, the Ground Mud and Graſs, carrying Faſts a-ſhoar upon the Mole to which their Sterns lie, and an Anchor down to the NE. Without this Mole to the Weſtward, upon a high fortified Rock, there is a very high ſquare white Tower call'd the Light-houſe, upon which there is a large Lanthorn which is lighted in the Night-time for a Mark to all Ships that come there, and in the Day-time there are Signals made for Ships and Galleys, diſtinguiſh'd by great Balls for Ships, and Pendants for Galleys. At the Bottom of this Rock upon the Sea-ſide, and without the Mole there is a large Half-moon; and there are ſeveral Batteries of Guns all along upon the Walls, to defend it to the Southward. The old Mole is before the Town and ſtretches into the Sea towards the Point of the New Mole, about 250 Fathom; At the End there is a Battery of 9 or 10 Guns, and almoſt in the middle towards the Harbour there is a little ſquare Fort, defended by 7 or 8 Peices of Cannon. *Genoa.*

You may range very near the Head of the New Mole, when you go to anchor there, becauſe you have cloſe to it 10 and 12 Fathom Water, but you cannot come ſo near to the Head of the old Mole, by reaſon of ſome loſe Rocks that Stretch out a little way under Water. Great Ships, eſpecially thoſe which keep themſelves in a readineſs for Sailing, do generally moor in the middle of the Harbour, in 8 and 10 Fathom Water, with their Anchors lying NW. and SE. but midling Veſſels come to the old Mole, where like the Galleys, they lie with their Stern to the Mole, with Two Faſts upon the Mole and Two Anchors out. There is generally a great Number of Ships in this Port, and ſome even of Three Decks: But you may paſs cloſe a-head of them, to go and anchor in the uſual Berth, there being 12 and 15 Foot Water, but you muſt take care you do not run upon their Anchors. In the Bottom of the Port towards the middle of the Town there are Two Baſons ſhut up with a Chain, the one for the Galleys of the Republick, and

and the other for Trading Barks. You water at ſeveral Places in the Town, and if you will, at a large Fountain upon the Key before the Royal Gate; but generally they go in at the Baſon, to get it more eaſily. When the Winds are at SE. and SSW. the Sea runs very high in this Harbour, with a great tumbling Swell, the North Wind is very violent here, and the SSE. Wind blows full in. The Winds that blow oftenest here, as upon almoſt all this Coaſt in Summer-time, from 8 and 9 a Clock in the Morning, until the Evening, are from the ESE. to SW. and in the Night-time you have Land Breezes. The Latitude is 43 deg. 30 min. and the Variation 6 deg. NW. The City of *Genoa* is very eaſy to be known whatſoever way you come to it, by the Number of fine Country Seats you ſee about the Town, the whiteneſs of its large Walls, and the Light-houſe which is very high.

Bizagne. About a Mile to the Eaſtward of *Genoa*, there is a large Village call'd *Bizagne*, and between both there is a large Flood of Water, eſpecially in the Winter. From the Mole of *Genoa* to Mount *Portoſin*, the Courſe is SE. 5 Degrees E. about 12 or 13 Miles; the Coaſt between lies a little hollow, the Land high, and upon the Sea-ſide you ſee ſeveral Towns and Villages, and magnificent Pallaces, which afford an Exquiſite Proſpect; and for breviries ſake, ſince there are no anchoring Places here, I will put down their Names in Order, that you may be able to know them. Immediately after *Genoa* comes *Bizagne*, afterwards *Aſugy*, *Arba*, *Luſca*, *Sory*, *Bonaudiga*, *Portilla*, and *Converton*, which is to the Northward of Mount *Portoſin*, in a ſort of Bay where you may anchor in caſe of Neceſſity, when you come from the Eaſtward with contrary Winds; But you muſt not let your ſelf be ſurpriz'd by the W. and SW. Winds.

Mount *Portoſin.* Mount *Portoſin* is a large Point appearing round, and ſteep on all Sides.

Santa Portoſa. From the Point of the Mount to the Point of the Harbour of *Portoſin*, it is about Two Leagues Eaſt; the Land between both is very high and ſteep, and almoſt half way there is a Nunnery with ſome Houſes near it on the Sea-ſide call'd *Santa Portoſa*.

Portoſin. The Point of *Portoſin* makes the Entrance into the Gulf of *Rapallo*; it is eaſily known by ſome Towers, and a ſmall ſquare Fort on the Top, beſides you ſee a Chappel between Two Rocks like a ſort of *Coupure*. This Point is ſteep on all Sides, and low at the End; you may range very near it. *Portoſin* is a ſmall Port, lying between Two Mountains; about a Quarter of a League within this Point, and upon the ſame Side it is about 140 Fathom long, and 70 wide; you cannot diſcover the Entrance, till you are almoſt oppoſite to it; you ſee upon the Top of the Larboard Point as you go in a ſmall Fort almoſt ſquare, with ſome Guns in it, and on the right of the Harbour, the Village of *Portoſin*, where all along the Key there are great Pillars for Veſſels to moor by.

You may place 7 or 8 Galleys here, and even 12, if their Oars are within Board. At the Entrance of the Port you have 10 and 12 Fathom Water, and 3 or 4 in the middle, the Ground Mud and Graſs. Only the NE. Wind blows into the Mouth of the Harbour, which can cauſe no great Sea, becauſe it comes over the Land; you are Land lock'd in this Harbour, but it is only proper for Galleys or Barks, for Ships would be too much ſtreightned in it for Room.

You water in a Creek a Quarter of a League without the Port, which is in the Gulf of *Rapallo*, where there is a landing Place and ſome Store-houſes; On the Starboard Point of this Creek there is a ſmall Square Fort.

The Gulf of *Rapallo.* The Gulf of *Rapallo* is very large, and in it you ſee ſeveral Towns and Villages; It is about a ſmall League over, and as many deep; in the Bottom of the Gulf there are Two Villages which are only ſeperated by a Point upon which there is a fine Pallace, and a Church near it. The Village to the Weſtward is call'd St. *Mary's*, and the other St. *Michael*. You may anchor before this Village with Galleys, in 5 and 6 Fathom Water; the Ground Mud and Graſs; and with Ships, if you keep a little more out, in 15 and 20 Fathom: Only the SE. and SSE. Winds blow in there. On the other Side of the Village of St. *Michael*, is the ſmall Town of *Rapallo*, before which you may likewiſe anchor in caſe of Neceſſity, it Stands on the Sea-ſide. In the middle of the Gulf the Water is very deep. Cloſe to the Village of *Rapallo*, there is a Village call'd *Parage*.

Seſtri de Levant. About 11 or 12 Miles ESE. from the Point of *Portoſin*, there is a large Point appearing like an Iſland, behind which there is a Village call'd *Seſtri de Levant*; the Land between lies very hollow, and the Coaſts very high. Almoſt half way between, you ſee a ſmall Town call'd *Chiavari*, and Two Miles more to the Eaſtward, there is a large Village call'd *Lavagna*, between both there

paſſe

Paſſes a ſmall River. To the Northward of the Point of *Seſtri* there is a large Bay with a ſandy Shoar, where you may anchor with the Winds at E. and SE. but you muſt not let your ſelf be ſurpriz'd by the NW. Winds.

About 23 Miles to the SE. of the Point of *Porteſin*, and 12 from the Point of *Seſtri*, is the Cape of *Cinoterra*; between both there are ſeveral Villages on the Sea-ſide; all this Coaſt is very high; the neareſt Village to the Point of *Seſtri*, which is 6 or 7 Miles off, is call'd *Mane*; afterwards comes *Bea*, *Trigoſa*, *Benſore*, *Levance*, *Mont*, *Monte-Rouſſo*, which is a high Mountain near to Cape *Cinoterra*. Cape *Cinoterra* is a large Point very high and ſteep on all Sides, and ſtreaching a little way into the Sea, upon the Top there is a Chappel which ſerves you to know it; to the Eaſtward of this Point there is a litele Bay and a ſmall ſandy Shoar, where you may anchor till you have Fair Weather, with a few Galleys, but you muſt not let your ſelf be ſurpriz'd by the Sea Winds. From Cape *Cinoterra* to the Entrance of *Porto Venere*, it is about 12 or 13 Miles SE; this is likewiſe a very high and ſteep Coaſt: Between both there are Five Villages near to one another, the neareſt to Cape *Cinoterra*, is of the ſame Name, the others are *Monelera*, *Iſemeza*, *Remaſou*, *Sernilla* and *Zibiza*, which is a ſmall Hamlet. *Cape Cinoterra.*

Porto Venere lies at the Entrance into the Gulf of *Specia*, there is there a ſmall Town on the Sea-ſide, at the Foot of a Mountain cover'd with Olive-Trees. *Porto Venere.*

Oppoſite to *Porto Venere* there is a large high Iſland call'd *Palmaria*; this Iſland makes the Harbour of *Porto Venere*, and the Weſtermoſt Point of it, is not above Four Fathom diſtant from the Town. You may paſs in a common Galley between the Town and the Iſland, but you muſt be very well acquainted with the Paſſage, for almoſt againſt the middle of the Iſland there is a long Point of Sand and Mud, which ſtretches out under Water, oppoſite to a *Franciſcan* Convent that Stands upon a Point without the Town; you have only Two Fathom and a half in this Place, but between the Two Points of the Entrance, you have no want of Water. *Palmaria Iſland.*

Cloſe to *Palmaria* Iſland to the Southward, there is another ſmaller one, call'd *Tin*, which is very high, and upon it there is a ſmall uſeleſs Fort, and the Ruines of a Monaſtery, and is full of Pine-Trees. About 300 Fathom to the SW. of this Iſland, there is a Rock above Water, and ſome under Water, from which you muſt keep at a Diſtance. When you come from the Weſtward, and would anchor in *Porto-Venere*, you generally paſs between theſe Two Iſlands, where you have great depth of Water; afterwards you ſail round the Iſland *Palmaria*, and go into the Gulf of *Specia*, ranging with Diſcretion along a ſmall ſquare Fort which Stands upon a Rock level with the Water, at the Eaſtermoſt End of *Palmaria* Iſland. You may likewiſe paſs between this Iſland and the Fort, keeping a little nearer to the Fort than the Iſland, or at leaſt in the middle, there being Three Fathom Water in the ſhaleſt Place, and you muſt take care of ſome Rocks that are level with the Water on both Sides. When you have then got round this Fort one way or other, you go and anchor afterwards in the middle of a Bay which lies to the NW. where there are ſome landing Places of Gravel; this Place is full of Olive-Trees quite down to the Sea-ſide. Galleys anchor with their beſt Anchor down to the SE. in 8 and 10 Fathom Water, afterwards they carry a Faſt a-ſhoar to the NW. near the Olive-Trees, a Cable and a half from the Shoar, where they are in 4 and 5 Fathom Water, the Ground Mud and Graſs; other Galleys anchor thereabouts, and ſome moor themſelves upon Two Anchors. Even Ships may come and anchor at this place, but when you come into the Road, you muſt not come within Two Cable's Length of the Point where the *Franciſcan* Convent abovementioned ſtands, becauſe on both Sides of it the Water fails you all at once. You water at a Well without the Town, and ſometimes in the Cloyſter of this Convent. The Wind which blows in at the great Entrance is the ESE. and at the little Entrance, the SW. Wind, but neither the one nor the other cauſe any great Sea. The Latitude is 44 deg. 6 min. *Tin Iſland.*

The Gulf of *Eſpecia* is very large, being about 6 Miles deep, and 3 or 4 Miles over; About a ſmall Quarter of a League NE. from the Point of *Porto-Venere*, there is a pretty conſiderable Fortreſs call'd St. *Margaret*, ſtanding on the extream End of a long Point of Rocks; fortified on all Sides. From this Point to the Town of *Eſpecia*, which is in the Bottom of the Gulf, it is about Four Miles; there are ſeveral large Creeks between both, where Galleys may anchor. Immediately beyond the Cittadel of St. *Margaret*, there is a pretty deep Creek, about 250 Fathom wide, and near 400 deep, where 3 or 4 Galleys may anchor oppoſite to a large white Houſe on the Larboard-ſide as you go in; you have in the middle 4 and 5 Fathom Water. *The Gulf of Eſpecia.*

But beyond this Creek there is another that is larger and deeper: You know it by a Convent of Fryars of the Order of Mount *Olivet*, which is on the Larboard-side as you go in, upon the Sea-side. You may very well anchor here with 8 or 10 Galleys in the Summer; they anchor towards the Monaſtery, where there is deepeſt Water; the commanding Galley lies with her Head near the Monaſtery, with one Anchor down to the NE. and another to the NW. and 2 Faſts a-ſhoar towards the Convent, where there is 4, 5 and 6 Fathom Water, the Ground Mud and Graſs; the other Galleys anchor as near about as poſſible, and make two Ranks, becauſe there is no Water on the Starboard-ſide as you go in, within a Cables Length off the Shoar, no more than in the Bottom of the Creek, for which reaſon you muſt not go deeper in than the Convent. In the Bottom of the Landing Place to the NW. and near the Sea-ſide, there is a very good Fountain ſufficient for Galleys to water at.

The ENE Wind blows full in here, but can cauſe no great Sea, the NW. Wind is more to be fear'd, by reaſon of its coming ſometimes with Violence, between Two high Mountains, and takes the Veſſels upon the broad-ſide. Upon the Point which ſtretches out into the Sea on the Right as you go in, there is a ſmall ſquare Fort, and on the other Side of it you ſee ſeveral little Villages, before which you may likewiſe anchor in 4 and 5 Fathom Water. The Town of *Eſpecia* lies in the Bottom of the Gulf, as I have ſaid before; It is a ſmall Place and incompaſs'd with very old Walls, the Figure of it is almoſt ſquare, and ſtands in a very fine Plain upon the Sea-ſide, before which there is a ſmall Key for Landing: You cannot come within half a Quarter of a League of it but in Boats; you ſee large Trees before the Town near the Sea-ſide; there paſſes a ſmall River near to the walls, which likewiſe runs thro' the Town. Near the Town on the Right you ſee a Convent and ſeveral Groves upon an advanc'd Point, near to which there are two old Ruinated Towers which are in the water, and ſome Rocks about them. Beyond this Point as you go to the Eaſtward, there is a large marſhey Plain full of Reeds, and towards the Sea ſide, ſome ſandy and muddy landing Places. You may anchor with Ships almoſt all over this Gulf in 15, 18 and 20 Fathom Water: You may even run a-ſhoar in the Bottom over againſt the Town, in caſe of Neceſſity, the Ground being muddy. The Winds between the SE. and S. blow full in here, but as there is a Bank of Sand at the Entrance of the Gulf, which croſſes it almoſt all over, with only 10 or 12 Fathom Water upon it, it hinders the Sea from being too boiſterous. About a League ESE. from the Town of *Eſpecia*, there is a ſmall Village upon a Point, call'd St. *Lorenzo*. Three or Four Miles to the Eaſtward of the Cittadel of St. *Margaret*, there is a ſquare Fort, near to which there is a ſmall Town called *Leriza*, ſtanding on the Sea-ſide.

Point *de la Mayre*.

From the ſame Cittadel of St. *Margaret*, to the Point of *Mayre*, it is about Seven Miles E. by E. This is a large Point, and makes the Entrance of the Gulf of *Mayre*, which is pretty deep, and here the the Coaſt of *Genoa* ends. Near this Point there is a large Rock above Water. About 45 Miles SSE. 4 deg. E. from the Iſland of *Porto-Venere* is the Town of *Legiorn*; the Land between both is very hollow and high, eſpecially as far as *Via-Regio*, and *Lucca*; where the great Plain of *Piſa* begins. There are ſeveral Towns and Villages along this Coaſt near the Sea-ſide, the neareſt of which to the Town of *Eſpecia*, is St. *Lorenzo*, then *Mazo*, *Leriza*, *Telaron*, *Cron*, *Myre*, *Porto-Lonna*, *Savagoſa-Pietra Santa*, *Via-Regio*, *Serchio*, and the City of *Lucca*, which is at a little Diſtance from the Sea-ſide. Afterwards you come in Sight of the great Plain of *Piſa*; you diſcover the Steeples of that City, tho' it is diſtant from the Sea-ſide, when you are over againſt a River which paſſes near it: Afterwards you ſee a Tower by the Sea-ſide, and a Village near it call'd St. *Peter*, which is not above 5 or 6 Miles from *Legborn*, between both there are ſeveral ſmall Branches of Rivers and Canalls.

The Plain of *Piſa*.

All the Coaſt from *Via-Regio*, where the Plain begins, is full of large ſandy landing Places, and in ſome Places there are Points which ſtretch out a great way under Water, but eſpecially there is a Shoal of Sand oppoſite to the Church of St. *Peter*, which extends it ſelf 9 or 10 Miles to the Weſtward, upon which you have only 5 and 6 Fathom Water, and at the End of it there is another Bank of Sand, upon which you have only 2 Fathom Water.

Remarks.

When you come from the North Weſtward, or from *Porto-Venere*, you muſt not range too near the Shoar nor too far out, becauſe of the abovementioned Bank of Sand, but ſteer directly with the Head of the Mole. Ships never paſs between the Land and the *Malora* Rock, becauſe of theſe Shoals, unleſs there be an abſolute Neceſſity for it. When you come from the Weſtward, you cannot ſee the Town of *Legborn* above 4 or 5 Leagues off, becauſe it ſtands low; you diſcover only the Mountain of *Montenegro*, which is 2 Leagues beyond it.

Legborn

Leghorne belongs to the *Great Duke* of *Tuſcany*; it ſtands in a Plain on the Sea-ſide, and is very well fortified, with very good wet Ditches, and Half-Moons about it; there are ſeveral other Fortifications near it, and this Place drives a great Commerce with all foreign Nations. Before the Town, to the Weſtward, there are two Baſons for Galleys, and even for Ships; which are ſhut up with a Chain; you paſs into it through a very narrow Channel, and between two Forts. *Leghorne.*

Without theſe Baſons there is a very large Mole, along ſide of which Ships and Galleys may anchor on the Starboard-ſide as you go in, for there is no Water in the middle, there lying a Ledge of Rocks there, one of which appears above Water. So that when you would ſail into the Mole, you muſt range as near to it as you can, afterwards you anchor with an Anchor down to the Larboard, and turn your Stern to the Mole, and your Head to the Town. You muſt moor with four Moorings, Head and Stern. You have 12 and 15 Foot Water muddy Ground, and the nearer you are to the Mole, the better Berth you have, as there is deepeſt Water. Merchant-Ships place themſelves in the ſame manner with their Stern to the Mole Head, where there is 18 and 20 Foot Water. As you come near to the Town, you ſee two ſmall Towers ſurrounded by the Sea, the higheſt of which is white, and call'd *Marſoca*; you muſt keep at a Diſtance from it, becauſe that Place is full of Rocks, level with and under the Water. There are likewiſe ſeveral Rocks abreaſt of the Mole, upon the largeſt of which there is a Watch-houſe, you muſt range near it to get into the Baſons, but you will want a Pilot of the Place to guide you. At the Head of the Mole there are two very conſiderable Batteries of Cannon one above the other. You water without the Town to the Southward, near a *Capuchin* Convent, and you paſs in Boats along the Mole, through the Ditches, under a Bridge. The Latitude is 43 deg. 35 min. and the Variation between 6 and 7 degrees NW. The North Wind blows in here, but cauſes no great Sea. Without the Mole, about four or five Fathom to the Southward, there is a Tower ſtanding upon a Rock with the Sea all round it; on the top of the Tower there is a Lanthorn, which is lighted every Night for a Mark; it is ſurrounded with Rocks above and under Water, which ſtretch out about 30 Fathom, ſo that you muſt be wary how you ſail by them.

About eight or nine Miles SSE. 5 deg. S. from the Mole of *Leghorn*, lies the Point of *Montenegro*. Almoſt half way between there is a Fort upon a low Point, oppoſite to which there is a Ledge of Rocks, which ſtretches out a great way under Water; and all along this Coaſt, there are more Rocks, which you muſt take care of. Cape *Montenegro* is very high, and makes the Entrance into the Gulph of *Cheaume*, near *Vada*; you ſee almoſt half way up this Cape on the ſide towards *Leghorn*, a large Convent of our Lady of *Montenegro*, and ſome Houſes near it, which help you to know it. Cape *Montenegro.*

The *Malora* is a Ledge of Rocks lying to the Weſtward, 6 d.N. from the Mole of *Leghorn*, about two Leagues off, and almoſt level with the Water; it may be about 50 and 60 Fathom in extent above Water. They have rais'd ſome Stones in the middle and a-croſs, to diſcover it the farther off. Almoſt all about this Ledge, at about a quarter of a League diſtance, there are Rocks under Water, but eſpecially to the Northward, where there is a Bank of Sand about half a League off, with only ſix and ſeven Foot Water upon it, where the Sea breaks ſometimes. *Malora.*

On the ſame Line three or four Miles from this Bank, there is another with only two Fathom Water upon it, which joins to the end of the great Ledge above-mentioned, which begins at the Coaſt of St. *Peter*, ſo that you muſt not come near the *Malora* to the Northward; but a Mile to the Weſtward or Southward there is nothing to fear.

When Ships come from the Weſtward, and would anchor in *Leghorn* Road, they firſt make the Iſland of *Gorgona*, and then paſs to the Southward of *Malora*, as I have ſaid before, and anchor half a League WNW. from the Mole of *Leghorn*, which is the great Road, where you have 7, 8 and 10 Fath. Water, muddy Ground; you have no Shelter there but from the Land-winds, but as this Road is almoſt all over encompaſſed with Banks of Sand from the SW. and W. to the NE. and as the Rock of *Malora* covers it, all theſe together hinder the Sea from being very troubleſome, and make it a good Road. *Leghorne-Road.*

Gorgona Iſland is about thirty Miles W. by S. from the Mole of *Leghorn*; it is a large, high Iſland, appearing almoſt round; there are ſome Fiſhermens Houſes upon it, and you may range it on all ſides. *Gorgona-Iſland.*

Cabrera

Caprera Island.

Caprera is another Island a great deal larger than the former, being about three Miles in length; it lies about forty Miles SW. two Degrees South, from the Mole of *Leghorn*. This Island is inhabited, and has a small Fortress upon it; it belongs to the Great Duke; in case of necessity, Galleys may anchor to the Eastward of it.

Remarks.

When you are upon the Mole of *Leghorn*, you see not only those two Islands, but likewise some part of *Corsica*, and the high Land of *Elba*. You cannot see Cape *Barato*, nor *Piombino* from *Leghorn*; you only see two or three small Mountains appearing like Islands, which are part of the Isle of *Elba*; Cape *Barato* is a little to the Eastward of *Porto Ferrara*; afterwards you see distinctly the Westermost end of the same Island, which is the highest, the Extremity of which is Cape St. *Pedro*; but when you are half way between one and the other, you see the whole entire Island, as likewise Cape *Barato*, upon the Easternmost Point of the Isle of *Elba*; there is another Tower, which you see a great way off, and a little further you discover between *Elba* and *Piombino*, the two small Islands of *Palmaria*, lying almost in Midd-Channel between both. From *Leghorn* to *Porto Ferrara*, which is in the Isle of *Elba*, the Course is S. 5 deg. W. and the Distance 55 Miles.

Vada Shoal

From *Montenegro* Point to Cape *Barato*, the Course is SSE. 5 deg. South, and between both there is a large Bay, and almost half way in a parallel Line, with the Capes there is a Shoal, which is said in ancient Times to have been the Town of *Vada*, and swallow'd up by the Sea; you have only 3 or 4 Foot water upon it. This Shoal is to the Westward of the Tower of *Vada*, which is in the bottom of the Gulph about eight Miles, on a low Land, near to the Sea-side. You see near to the Tower a Village, and another Tower above the Village, with a great high Land, which serves you to know it; but if you observe, not to stand within the Line between Cape *Montenegro* and *Barato*, you will get clear of the Shore. The Coast is high all along this Gulph, except near to Cape *Barato*; and there are several Towns and Villages; the first from *Montenegro* is call'd *Castillon-Chelle*, where there is a small Fort, afterwards *Vada*, *Populonia*, *Monterufoli*, St. *Vincenzo*, and *Barato*.

Cape *Barato*.

Cape *Barato* is a very large high Point, upon which to the NW. there is a small Town, which has a Castle, and a Tower in it, and there is a sort of Redoubt upon another rising Ground to the Northward of the Town. To the NE. of this Point there is a large sandy Creek, and a pretty high Point of Rocks, which run out into the Sea. In case of Necessity, Galleys may anchor along this Place. Cape *Barato* appears on both sides like an Island, because of the low Land which lies behind it.

Piombino.

Five Miles SSW. from the Point of Cape *Barato* is the Point of *Piombino*, which stretches out into the Sea more than any other Cape, and forms with the Isle of *Elba* that Passage which is commonly call'd the Channel of *Piombino*; close to the end of this Point there is a great Rock above Water, and some others near it. The Town of *Piombino* is on the other side of the Point to the SE. about two Miles distant, it is a very small Place, and stands on the Sea-side, but is pretty well fortified, though after the ancient manner; there is a square Tower upon a low Point of Rocks, where, in case of Necessity, you may anchor within the Point for the NW. Winds.

The Isle of *Elba*.

About twelve Miles WSW. from the Town of *Piombino* is the Northern Point of the Isle of *Elba*, which is the nearest Land to *Piombino*. The Isle of *Elba* is very large, it belongs to the King of *Spain*, and the *Grand Duke*, the Northward end to the *Grand Duke*, and the Easternmost and Southermost to the King of *Spain*; it is much longer than it is wide, and is about 50, or 55 Miles in Circumference, it is very high almost on all sides. To the Eastward it has a very good Port call'd *Porto-Longone*, a considerable Place belonging to the King of *Spain*, and to the Northward is *Porto-Ferrara*, belonging to the Duke of *Tuscany*; from the NE. Point of the Isle of *Elba* to *Porto-Ferrara*, it lies SW. by W. seven Miles.

Porto-Ferrara.

Porto-Ferrara is a large Bay, lying on the Northern side of the Isle of *Elba*, as I have said before; it is four Miles long and above two wide; on the Western, or Starboard-point as you go in, lies the Town of *Ferrara*, standing on a very high long Point, that is almost steep on all sides, and very well fortified. This Point is a *Peninsula*, and upon the two Ends there are two very considerable Forts, from the Advantage of their Situation. About 500 Fathom to the Northward of the Town, there is a small round Island, between which and the Land you may pass in Midd-Channel without any Danger; from the Northward of the Island, about half a Cable's Length off, there are some Rocks under Water.

To

To the Southward of the Town in the Bay, there is a Harbour which ſhuts up with a Chain, wherein there is room for placing five or ſix Galleys, there being three and four Fathom water.

When you would anchor at *Porto-Ferrara*, you muſt not come within two Cables Length of the Point of the Town, afterwards ſtanding about, you go and anchor oppoſite to a Tower, which is at the Entrance of the Mole, where you have ſix and ſeven Fathom Water, according to the place where you are. Galleys generally carry Faſts aſhore to the Foot of this Tower, or to the other ſide of the Mole; it is very good owzy Ground: Ships anchor farther out, to be more in a readineſs to get under Sail: This Tower ſalutes, and anſwers Salutes as you go in. The Latitude is 42 deg. 50 min. and the Variation near ſeven degrees NW.

There are ſome Salt-ponds in a low Ground to the Weſtward of the Town, and ſome others within a Point as you ſtand to the Bottom of the Bay; when you would anchor here, you muſt not come too near the Town towards this low Land, there being no Depth of Water, nor muſt you ſtand too far into the Bay, though it is very wide, but keep three or four Cables Length from the above-mentioned Tower. You water on the other ſide of the Bay, near to a Point of Rocks that you ſee on the Sea-ſide. When you anchor at the Mouth of the Harbour, you cannot ſee the Sea; only the NW. and SW. Winds are troubleſome here, but can cauſe no great Sea, becauſe it comes over the Land. About a good Mile NW. by W. from the Point of the Town of *Porto-Ferrara*, there is a large Point, near to which there are two Shoals, about two Cables Length off, where the Sea breaks ſometimes.

About 9 or 10 Miles to the Weſtward of this Point is Cape St. *Peter*, which is the extreameſt part of the Weſtern-end of the Iſland; between both the Land lies very hollow, and almoſt half way there is a Village called St. *Anthony*, and ſome Watch-Towers on the end of the point. Cape St. *Peter*.

About 4 or 5 Miles ESE. from Cape St. *Peter*, there is a pretty deep Bay, call'd St. *Pedro del Campo*, wherein Galleys may anchor in caſe of Neceſſity, and is a pretty good Road with the Land-winds. The SE. Wind blows full in here, ſo that when you ſee the leaſt Appearance of the Winds coming to that Point, you muſt be gone. When you come from the Northward or Weſtward, you know this Place by a large high Point with ſeveral white Spots in it, that is four or five Miles from Cape St. *Peter*; afterwards you ſee upon another Point on the ſame ſide more to the Eaſtward a round Tower on the Left-hand as you go in, after which you ſee a large ſandy Shore with Landing-places, and ſome ſmall Villages near to the NW. Without the Starboard-point as you go in, there are two Rocks above Water, one of which is two Cables Length out. St. *Pedro del Campo*.

When you would anchor in this Road, you muſt not come within a Cable's length of the Larboard-point where the Tower is, becauſe of ſome Rocks that are about it under Water, but you muſt keep as near to the middle as you can; afterwards you anchor over-againſt the Tower, or farther in if you will: You carry a Faſt aſhore upon the Point where the Tower is, and are in four and five Fathom Water, the Ground fine Sand and ſome Mud. In the Bottom of this Shore to the NW. there is a ſmall Village cal.'d Sr. *Pedro del Campo*, and in a large Plain near it there is a Caſtle, upon a little riſing Ground, call'd St. *Hilario*. Near this Tower there are ſome Fiſhermens Store-houſes in a large Creek on the Sea-ſide, but there is no Depth of Water; almoſt in the middle of this Road, near to ſome Houſes, there runs a Rivulet, where you have very good Watering.

From Cape St. *Peter* to Cape St. *Andrew*, it is about five Leagues E. by S. 5 deg. S. Between the Bay of St. *Pedro del Campo* and Cape St. *Andrew*, there are two ſandy Landing-places, and ſome Rocks near them, and you ſee a ſmall Village upon a riſing Ground: All this Coaſt is very little inhabited; Cape St. *Andrew* is low at the end and has white Spots, near the Cape, to the Weſtward, there are ſome Rocks above Water. Cape St. *Andrew*.

About three Leagues SW. 5 deg. W. from the Starboard Point as you go into St. *Pedro*, lies the Iſland of *Planoſa*, which is very low and full of Shrubs; it is about four Miles long, and half a League wide: You may range along it to the Northward and NW. but to the Southward there are ſeveral Rocks above Water, which ſtretch out above a Mile and a half: You may anchor to the Weſt or NE. of it, according as the Wind is, but you muſt be always ready to get under Sail, and turn about the Northern Point of the Iſland, which is pretty clear. You anchor *Planoſa*. Iſland.

about a quarter of a League from the Island, in 10 and 12 Fathom Water, and you have very good Convenience here for cutting of Wood.

Island of Monte Chriſto. From Cape St. *Andrew*, off the Iſle of *Elba*, to the Iſle of *Monte-Chriſto*, the Courſe is SSW. about 27 Miles; this Iſland is very high, and at a diſtance appears round, it is about 6 or 7 Miles in length, at the Eaſtermoſt end there is a large Rock above Water; you may anchor, in caſe of Neceſſity, at the SE. part of the Iſland.

The *Fornigues* Rocks. About three Leagues NW. by W. from the middlemoſt part of *Monte-Chriſto*, there is a Ledge of Rocks about half a League in length, call'd the *Fornigues*, ſome of theſe Rocks are above Water, ſome level, and ſome under it; they are very dangerous, eſpecially in the Night-time and you muſt take very great Precaution, if you are caught hereabouts with a Calm, becauſe the Sea and the Currents ſet upon them.

Porto-Longone. Two Leagues NE. from Cape St. *Andrew* in the Iſle of *Elba*, lies *Porto-Longone*, belonging to the King of *Spain*, it is on the Eaſtermoſt ſide of the Iſland, and very deep, there are ſeveral Places in it where Ships and Galleys may anchor; upon the Right-hand as you go in, there is a conſiderable Cittadel ſituated on a Point of Rocks, that is ſteep on all ſides, and on the Left-hand there is a ſmall Fort; you anchor in a large deep Creek beyond the Cittadel. The Wind that blows in here is the ESE.

Ferriera. About two Miles N. by E. from the Point of *Porto-Longone*, there is a very little Creek, call'd *Ferriera*, where there are ſome Houſes and ſeveral Iron-Mines; you may anchor in caſe of Neceſſity before the Store-houſes in 18 and 20 Fathom Water, the Ground a coarſe Gravel, and not very good; you have no Shelter from the Sea-winds; upon the SE. Point there is a Watch-Tower, and near the Point a large Rock above Water, in caſe of Neceſſity you may get a little Water above the Houſes that you ſee there. From the Northern Point of *Ferriera* to the NE. Point of the Iſle of *Elba*, it is about three Miles N. by E. upon the Top of the Iſland between both there is a ſquare Tower; and from this Point to the Northermoſt Point of the ſame Iſland, it is four Miles NW. by N. almoſt half way between one and the other there is a ſmall Creek, where you may anchor with the Shore-winds; near it there is a Fiſherman's Warehouſe; near to the Northern Point of *Elba* there is a ſmall high Iſland, almoſt round, and a ſandy Shore behind it, but you can only paſs in Boats between it and the Land, you may range without it at Diſcretion.

Remarks. I have often obſerv'd in Sailing by the Iſle of *Elba*, that the Compaſſes have varied very differently, by reaſon of the Iron-Mines that are in the Iſland, eſpecially to the Southward.

Channel of *Piombino*. From the Northern Point of *Elba* to Cape *Piombino* it is about thirteen or fourteen Miles, which makes the Wideneſs of the Channel of *Piombino*; almoſt in the middle of this Channel there are two large Iſlands almoſt round, upon the Top of which there is a Watch-Tower; they are about a Mile round, and are very high: Near to the firſt, which is call'd *Palmaria*, there is a Rock above Water; you may however range along theſe Iſlands, and even paſs between them both, but it muſt be done with Prudence. From Cape *Piombino* to Cape *de la Troya* it is about twenty Miles SE. between both the Land lies in a large Bay, thirteen Miles over in ſome Places, with Landing-places, and the Shore all low, and full of Shrubs and Lakes: This Place is call'd the Plain of *Calva Veteris*; there is another to the SE. in another Bay call'd *Sualino*.

From the Northern Point of *Elba* to the Northern Point of Mount *Argentaro*, the Courſe lies SE. about 55 Miles; the *Fornigues* Rocks of *Talamon* are almoſt in this Courſe, which you muſt take care of, and leave them within you, if it be in the Night-time.

Cape *de la Troya*. At the Weſtermoſt End of Cape *de La Troya* there is a pretty high ſmall Iſland, with a round Watch-Tower upon it, about a quarter of a League diſtant from the Coaſt; there are ſome Rocks above Water between this Iſland and the Land; upon this Point there is a ſquare Tower, and there is another near it, a little way more within, and a Village in the bottom of the Landing-place, call'd the *Iſland*.

Rochette. Two Leagues SSE. from this Iſland, there is a ſquare white Tower, and ſome Fortifications ſtanding upon a ſteep Rock called *Rochetta*, and upon a high Point above it there is a round Tower; between the former Iſland and this point is Cape *de la Troya*, which is a very high large Cape.

About

About 5 Miles to the Eaſtward of the ſteep Rock where the Tower is, there is a ſmall Town and ſome Fortifications call'd *Caſtillano*, and between both there is a little Bay with a ſandy Shoar. *Caſtillano.*

About 5 Leagues SE. from *Caſtillano* is the Point of *Talamon*, between both you ſee a large Bay, about 6 Miles over, in the midſt of a large Plain, with a ſandy Shoar, behind which there are ſome Lakes and Marſhes, call'd the Lakes of *Caſtillano*.

At the End of this Coaſt towards the Sea, you ſee Two large ſquare Towers, call'd the Towers of *Monbrone*, which have ſome Guns in them; there is a large Houſe near the Sea-ſide: The Coaſt from thence is high as far as *Talamon*, which is about 7 Miles from it; there are ſeveral Watch-Towers upon the Points all along this Coaſt.

Talamon is a ſmall fortified Town belonging to the King of *Spain*, ſituated on the Extremity of a ſteep Point of Rocks: You may anchor in caſe of Neceſſity to the Eaſtward of it. Above *Talamon* you ſee a pretty Town on a riſing Ground encompaſs'd with Walls and Towers, and is call'd *Maillano*, it belongs to the great Duke of *Tuſcany*. *Talamon.*

The *Fornigues* of *Talamon* are Three flat Rocks lying at about 4 or 500 Fathom Diſtance, from each other, and Ten or Twelve Miles wide of the Coaſt of *Talamon*; theſe Three Rocks lie SSE. and NNW. you may paſs between them and the Shoar at a ſmall Cannon Shot's Diſtance you may likewiſe range without them at the ſame Diſtance; there are ſome Rocks about them level with and under the Water, but they are very near. From *Talamon* to *Orbitello* it is about 15 Miles. From the *Fornigues* of *Talamon* to the North Point of Mount *Argentat*, or St. *Stephen*, it is about 15 Miles SE. and between both there is a large Bay with a very low ſandy Shoar, and almoſt in the middle there is a ſmall River and ſome Salt Ponds, near to which there is a large Tower and ſome Fortifications. The *Fornigues* Rocks of *Talamon.*

At the End of this Coaſt as you come to Mount *Argentat*, a little to the NW. of that Mountain, there is a ſmall ſquare Fort with ſome Guns in it, ſtanding on a Point of Rocks, called St. *Stephen*: To the Weſtward of the Point there is a Bay and a landing Place with ſome Fiſhermen's Houſes, over againſt which Galleys and other Veſſels may anchor: you have 10, 12 and 18 Fathom Water, cloſe to the Shoar, at a Cables Length from the Point. You may anchor indifferently, either on the one ſide or the other of the landing Place, but you muſt not go farther in than the Point where the Fort is, becauſe of ſome Rocks that lie a Cable's Length off under Water: You have one Anchor down to the NNE. in 18 and 20 Fathom Water, and then carry a Faſt upon either of the Points, and then you lie in 9 and 10 Fathom Water, muddy Ground; the anchors hold here perfectly well, becauſe the Ground riſes gradually towards the Shoar. You water at a Spring and ſome ſmall Cannalls above, near the Fort: The moſt troubleſome Winds are the NE. N. and NNW. the NW. Wind likewiſe cauſes a great Sea. The Latitude is 42 deg. 27 min. and the Variation 7 deg. NW. St. *Stephen*

About half a League to the Eaſt of Fort St. *Stephen*, there are Two Watch-Towers upon Two Points, the one ſquare, the other round; between the firſt, which is ſquare, and St. *Stephen*, there is a large ſandy Bay, but there is no good anchoring in it. Oppoſite to the laſt Tower, and near it, is the Entrance of the Lake of *Orbitello*, found by a long low Point, full of Trees, and ſandy at the End, which comes as I have ſaid from *Talamon*. Only Boats can go in here, and they with Difficulty. You ſee the Town of *Orbitello* in the middle of the Lake, which is a ſmall fortified Town belonging to the King of *Spain*, it is ſituated on the End of a low Point which ſtretches out into the Lake, and Boats may go to it. *Orbitello.*

Mount *Argentat* is a very large high Point, ſtretching out a great way into the Sea; and is ſeen a great way off on either ſide; you diſcover it from the Channel of *Piombino*, and to the Eaſtward from beyond *Civita Vecchia*: This Mountain appears on all ſides like an Iſland, becauſe of the low Lands of *Orbitello*, abovementioned. You diſcover at the ſame time the Iſles of *Giglio*, which is likewiſe very high, and lies 12 Miles WSW. from Mount *Argentat*. On the Northern Point of Mount *Argentat*, which is St. *Stephen's* Point, there is a Watch-Tower, and about a ſmall League to the SW. there is a little Iſland oppoſite to the Weſtern Point of this Mountain, about 150 Fathom off, you may paſs between the Iſland and the Land in a Galley, keeping in mid-Channel, but you muſt take great Care of the Currents which run very ſtrong. From this Iſland to the SE. Point of Mount *Argentat*, is about Seven Miles: This Coaſt is very high, and ſteep all along; you ſee ſeveral Watch-Towers here upon Points, which anſwer one another, but almoſt in the middle, upon the Top of a Mountain, there is one with a ſmall Houſe near it. Mount *Argentat.*

The Iſle of *Giglio*. The Iſle of *Giglio* is about 12 Miles WSW. from the Weſtern Point of Mount *Argentat*, it is about 6 or 7 Miles in Length, it has a Fort and ſome Fiſhermen's Houſes upon it.

The Iſle of *Jiannutti*. The Iſle of *Jiannutti* is ſmaller and flatter, lying about 8 or 9 Miles SSE. from *Giglio*, it is inhabited by ſome Fiſhermen, and the middle part of it is low.

Port *Hercole*. About Two Miles ENE. from the SE. Point of Mount *Argentat*, there is a ſmall Iſland pretty high, called the Iſle of *Hercole*, lying about a Cable's Length from the Coaſt. Oppoſite to this Iſland towards the NW. there ſtands a ſquare Fort upon a riſing Ground; there are ſome Rocks above Water, between the Iſland and the Coaſt, however you may paſs between them and the Land in a Galley, if you know the Place; there being 3 and 4 Fathom Water in the middle, but you muſt take great Care of ſome Rocks under Water, that lie to the ENE. of the Point of the Iſland, and then you muſt turn about, and ſteer Eaſt, till you are at the Entrance of Port *Hercole*. Port *Hercole* is about a Mile to the NNE. of the Iſland; it is a ſmall Creek ſhut up between two high Points, upon which are Two very conſiderable Fortreſſes. At the Foot of that, on the Left-hand, as you go in, there is a ſmall fortified Town, ſituated on the ſide of this Hill, and running down to the Sea-ſide. Upon the Point, on the other ſide which is lower, there is a ſmall Fort near the Sea-ſide which is very well fortified, and the other Fortreſs ſtands on a riſing Ground above this Fort, the Fort is call'd *Don Philippe*; it is conſiderable both for the Advantage of its Situation, and for the Strength of its Building. The Entrance of Port *Hercole* is not above 125 Fathom over, and 150 deep, it might formerly be call'd a Harbour, but at preſent it is fill'd up, and you can only anchor at the Mouth, however 5 or 6 Galleys may get into it, but when you enter, you muſt have your Larboard Anchor down, and then turn your Galley with its Stern to the Harbour, and Head to the Sea, and lie along the Town, and carry Faſts a-ſhoar from the Head and Stern, with an Anchor down, a-Stern to Larboard, ſo that you are moor'd with Four Moorings, you have 8 and 10 Fathom Water at the Entrance, and 4 or 5 Fathom where you anchor, the Ground Graſs and Mud.

In the Bottom of this Port, there are ſome Houſes and Fiſhermen's Magazines, and a Fountain where you water; there are ſeveral large Trees all about this Place in a Plain. The SE. Wind blows full in, from which you have no Shelter, and the Sea is then high. There is no Occaſion of any Explanations for the knowing this Place, Mount *Argentat* and this Iſland and all theſe Fortreſſes are very apparent Marks of this Port; beſides that it ſtands at the End of a large ſandy Shoar.

Cape *Dancedonia*. About 8 Miles to the Eaſt of Port *Hercole* lies Cape *Dancedonia*, which is a long Point ſtretching into the Sea with Two Watch-Towers upon it, a Mile diſtant from each other.

Almoſt oppoſite to this Point, about Two Miles from it, there is a ſmall Iſland very flat, call'd the *Fornigues* of *Dancedonia*; a Galley may paſs between it and the Land. From Mount *Argentat* to the Mole of *Civita-Vecchia*, the Courſe is SE. 6 deg. Eaſt about 40 Miles. The Coaſt between both lies in a Bay, and the Lands are low, eſpecially towards the Sea ſide, but in the Country you ſee ſeveral high Mountains. About Three Miles beyond Cape *Dancedonia* there is a ſmall Town with a River paſſing by it, and half way between Mount *Argentat* and *Civita-Vecchia*, there is another River, near to which ſtands a Town upon a Mountain 3 Miles up in the Country, called *Montalto*, with ſeveral large Trees near it, which reſemble a Town.

Cornete. The Town of *Cornete* is about 14 or 15 Miles to the Northward of *Civita-Vecchia*, it ſtands on a riſing Ground a good League up in the Country, it appears very white, and has ſeveral Towers and Steeples which diſtinguiſh it from the other Towns; there is a ſmall River paſſes by to the Eaſtward, with Trees upon its Banks.

Civita-Vecchia. You cannot know *Civita-Vecchia* when you come from the Weſtward or Eaſtward but by the Point of St. *Marinella*, which is about 5 or 6 Miles to the SSE. of it; when you come from the Weſtward, the Town of *Cornete* helps you a little to know it, as well as the Point of St. *Marinella*, which you ſee a pretty way off, and is the higheſt Point, and comes ſloping down to the Sea, and ſtretches out more than any upon the Coaſt; you afterwards diſcover the Tower of the Light-houſe, and the Town of *Civita Vecchia* at the ſame time. About Three Miles NW. from *Civita Vecchia*, there is a Point ſtretching out a little way into the Sea, with a Tower upon it; in this Diſtance there are ſome Rocks under Water, along the Coaſt. The Town of *Civita Vecchia* belongs to the *Pope*, and is very well fortified with good Walls and Ditches, and ſeveral Half-moons, and other Works. Towards the Sea, there ſtands a very fine Caſtle upon a *Penin-*

ſula,

ſula, and without the Caſtle, oppoſite to the Town, there is a Mole, which is built upon ſome Rocks that lie there level with the Water, which is about 220 Fathom long, at the Ends there are 2 ſmall Hooks built out to cover you from the Sea; Upon the NE. Point there is an old piece of Ruins, and a large Inſcription of white Marble, and at the other End, there is a pretty high Tower, with a Lanthorn on the Top, which is lightened in the Night, for a Mark for Ships that come there, which is called a Light-houſe. Over againſt the 2 Points of the Mole, there are 2 conſiderable Towers which defend the Entrance; that to the NW. is not above 60 Fathom from it, and the Eaſtermoſt is 90. Theſe 2 Towers inc'oſe a great Space, which is the Port of *Civita-Vecchia*, where Ships and Galleys may anchor; you may likewiſe anchor near to the Mole, where the Light-houſe is. This Mole therefore makes two Entrances, one to the NW. and the other to the SE. thro' either of which you may paſs indifferently, according to the Place you come from, and as the Wind is, obſerving always to paſs in mid-Channel, and rather nearer to the Mole than to the other ſide. At the NW. Entrance you have 16 and 17 Foot Water; and at the other Entrance 25 Foot; at the SE. Entrance, you muſt not come near the Caſtle, becauſe of ſome Rocks, which ſtretch out under Water all about the Caſtle.

The Baſon is in the Bottom of the Harbour, to the NW. here the Pope's Galleys generally lie; it is ſhut up with a Chain. When you would anchor in this Port, with Galleys, you lie with your Head to the Town, near the Baſon, where it is deepeſt, there being 12 and 15 Foot Water, muddy Ground. There is very little Water towards the Caſtle; near the New Mole you have 10, 12 and 18 Foot Water; Galleys generally lie with their Stern to the Mole, and their Head to the Town, and moor with Four. Ships do likewiſe anchor indifferently, either in the New Mole, or in the middle of the Port, in 16 and 18 Foot Water. This Mole ſhelters you from all the Sea Winds, and from the Sea, which however is very troubleſome in the New Mole, when it blows freſh at SW; you Water at the Entrance of the Town. The Latitude is 42 deg. 5 min. and the Variation 7 deg. NW. You may anchor to the NW. of the Head of the Mole, 3 or 4 Cable's Length off, in 10 and 12 Fathom Water, ſuppoſing it to be Night, and that you cannot get into the Port. The *Baſon*

About 2 Leagues SSE. from the Light-houſe of *Civita-Vecchia*, lies the Point of St. *Marinella*, which is very low, with a ſquare Tower upon it, and almoſt half way there is another Tower likewiſe on the Sea-ſide, oppoſite to which there are ſeveral Rocks, which ſtretch out a Mile under Water, which you muſt be aware of. The Point of St. *Marinella* ſtretches the moſt out of any upon this Coaſt, and conſequently is eaſily known. About half a League to the Eaſtward of this Point, there is a large Church and ſome Houſes adjoyning, which go by the Name of *Marinella*. From St. *Marinella* Point, to the NW. Point of *Fiumechino*, which is at the Mouth of the *Tyber*, the Courſe is SE. 3 deg. E. about 28 Miles, and from this laſt Point to Cape *d' Ancio* about 62 Miles. From the Light-houſe of *Civita-Vecchia*, to the Iſland *Ponza*, the Courſe is SE. by South 2 Degrees South, about 110 Miles. The Land between St. *Marinella* and *Fiumechino*, lies in a great Bay, with a low Land towards the Sea, and a ſandy Shoar; you ſee ſome Towns, Villages and Watch-Towers, but farther in the Country it is very Mountainous. St. *Mari-nella.*

St. *Severa* is a ſmall Village on the Sea-ſide, about 5 or 6 Miles from St. *Marinella*, and almoſt at the ſame Diſtance is the Village of *Mizo*, between both there is a Watch-Tower. St. *Severa*

About 18 Miles to the Eaſtward, almoſt in the middle of this Bay, you ſee the Caſtle of *Palo*, with large white Magazines about it, on the Sea-ſide; you likewiſe ſee, a League up in the Country above *Palo*, a ſmall Town, and ſeveral Trees about it, which help you to know it Two Miles SE. from *Palo*, there is a large ſquare Tower upon the Sea-ſide, and about 3 Miles more to the SE. there is another that is like it. *Palo.*

The River *Tyber*, which is commonly called *Fiumechino*, paſſes through the City of *Rome*, and empties it ſelf into the Sea in the middle of this Coaſt, which is called the *Roman Coaſt*. At the Entrance of the River, eſpecially to the NW. there is a long low Point which ſtretches out a great way with ſome Towers and Houſes upon it here and there, and ſeveral Trees, which at a Diſtance look like Sails or Towers; at the End of this Point there are ſome Points of Land under Water, which ſtretch out a great way, which you muſt be aware off. Only Barks and Tartans can ſail into this River; the Entrance is pretty wide, but as there are ſeveral Shoals of Sand, you muſt have a Knowledge of the Place. Three or Four Miles to the SE. of the Mouth of this River; there is a large *Octagonal* Tower near the Sea-ſide, with a ſort of *Pavilion* in it, The River *Tyber.*

 which

which gives you a perfect Knowledge of the Mouth of this River; and which is of very great Conſequence; near to the Tower to the SE. you ſee 2 large Houſes. From the Point of *Fiumechino* to Cape *d' Ancio* the Courſe is SE. 4 Degrees South 34 Miles; the Land between both lies a little hollow, and very low to the Sea, and you ſee ſome Towers and Houſes upon the Coaſt.

Almoſt half way between there is a Point ſtretching out a very little way, upon which you ſee a Tower called the Tower of *Vayanica*, and about 6 or 7 Miles more to the SE. of this Tower, is the Tower of St. *Lorenzo*, likewiſe upon a Point; there is ſtill another Tower between this, and Cape *d' Ancio*. When you are oppoſite to the large Tower with the *Pavillion*, which is 3 Miles SE. of the Entrance of the River of *Tyber*, you diſcover pretty diſtinctly the Top of the *Dome* of the Church of St. *Peter* at *Rome*. All this Coaſt from the Point of St. *Marinella* to *Monte Circelli*, which is about 110 Miles, is low, and has ſeveral landing Places. From Cape *Palo* to Cape *d' Ancio*, the Coaſt is call'd the *Roman Coaſt*; you have here a very large Plain with ſeveral Marſhes and Lakes, which is one reaſon, that the Vapours are very thick, and the Air hazey, which hinders you from making the Land, and make the Coaſt dangerous; beſides the Currents do for the moſt part ſet towards the Shoar, which you muſt be aware of.

Cape *d' Ancio*.

Cape *d' Ancio* is a long Point which ſtretches the moſt out into the Sea of any upon the Coaſt, it is ſmooth and high in compariſon of the others, which are all low; upon the End of it there is a large ſquare Tower, and ſome Rocks near it; you likewiſe ſee another round Tower a League more to the Northward of this Point, which you ſee when you come from the NW. to the South Eaſtward of Cape *d' Ancio*, there is a large Pallace and another large Houſe which are ſufficient Marks for you to know it, when you come from the South Eaſtward; but when you come from the NW. you can only diſcover the Top of theſe Houſes over the Land; you perceive at the ſame time *Monte Circelli*, and the Iſlands *Ponza*, *Palmerola*, and *Senonne*.

Port *Neptune*.

Cloſe to Cape *d' Ancio* to the Eaſtward, there is a Mole in Form of a Hook, which the Pope caus'd to be made in the Year, 1699, which is called the Port of *Neptune*, or according to the Vulgar, *Naton*; Galleys and other middling Veſſels may anchor here; it is a great Succour to all ſort of Veſſels to find a Place of Refuge among theſe Dangerous Shoars; this Port has alway's ſav'd a great many Veſſels and Lives, that were periſhing upon this Coaſt. This Mole is ſituated upon a ſandy Shoar, and built out of the Ruins of a Port, which the Emperour *Nero* had caus'd to be made here; It ſtretches about 200 Fathom into the Sea to the Southward, at the End of it there is a Hook, which ſtretches out 90 Fathom to the Eaſtward; this Mole with the Hook covers the Port, and ſhelters the Veſſels from the Winds and the Sea; on the extream End of the Mole, there is a ſmall ſquare Fort, with ſome Peices of Cannon, and a Tower in the middle, with a Light-houſe, which is lighted in the Night-time for a Mark. In the Angle of the Mole, there is another ſmall Fort like the former, near to which there are large Magazines for the Pope's Galleys, and the Uſe of the Harbour; adjoyning to theſe Magazines there is a Chappel.

The old Port of *Ancio*.

Between the Point of Cape *d' Ancio* and this Mole, it is about 400 Fathom; as you go from this Point to the Mole, you ſee ſeveral Ruins of a Port, which the Emperour *Nero* had caus'd to be built, ſome of which appear above-water. You likewiſe ſee more Ruins of this Port, near the New Mole; all theſe Ruins which were built of Brick, take up a great deal of Room, where the Port formerly was, but is now choaked up with Sand. When you would anchor in the New Mole of *Neptune*, if you come from the Weſtward, you muſt keep off from the above-mentioned Ruins, becauſe that ſome of them lie under-water; and afterwards range at Diſcretion along the Point of the Mole, where the Light-houſe is, and ſteer along the Mole, anchoring at Diſcretion with your Starboard Anchor down, afterwards carrying a Faſt from your Stern to the Eaſt of the Mole, and another Faſt from your Head upon the other Mole to the NW. By this means you lie with your Stern to the Mole to Seaward, and your Head to the Shoar; being moor'd under Four, cloſe to the Head of the Mole you have 16 Foot Water, and within 15 and 14 Foot, the Ground Mud and Sand. Here is Room for 6 Galleys with their Oars out, and 8 or 10 with their Oars in; you are ſafe here, both from the Winds and Sea; the ENE. Wind is the Wind you are expoſed to; but as it comes over the Land, it can cauſe no great Sea. As you go from the Head of the Mole, for about 110 Fathom towards the Shoar, you have from 15 to 10 Foot Water, ſo that you need not fear mooring your ſelf on that ſide; but you muſt not go farther in than the Magazines, which are upon the great Mole. Almoſt in the middle of this Mole there is a Fountain with ſeveral Pipes, where you have very good Water, and get it without the Trou-

ble

ble of going out of your Boats. There is another very conſiderable Fountain at the beginning of the Mole, which is very magnificent, beyond which you ſee a large Houſe, which ſerves, as I have ſaid before, for a Mark to know this Port, when you come from the Sea.

The Town of *Neptune* is 2 Miles NE. by E. from the Mole, almoſt one third of the way you ſee a magnificent Palace, which you diſcover a great way off, when you come from the SE. ward. The Town of *Neptune* is very little, but ancient, ſtanding on the Sea-ſide upon a ſandy Shore. You ſee all about Cape *d' Ancio*, as far as the Town of *Neptune*, ſeveral Antiquities, as Vaults, Grotto's, Baths, and Pillars hew'd out of the Rocks, and ſeveral curious ſubterranean Apartments, with regard to their Workmanſhip and Antiquity. *The Town of Neptune*

About 32 Miles SE. from Cape *d' Ancio* lies *Monte Cercelli*; the Land between both lies in a deep Bay, with a low, marſhy Coaſt; but about 7 Miles ESE. from *Neptune*, there is a Tower upon a Point ſtretching a little way out into the Sea, call'd the Tower of *Aſturia*, near to which runs a ſmall River to the Eaſtward; all the reſt of the Coaſt is a low, ſandy Shore. *Monte Cercelli* is a high Mountain running out into the Sea, and is ſeen a great way off, it reſembles an Iſland, becauſe the Land to the Northward is very low, and full of Marſhes, as I have ſaid before; this Mountain is about 6 or 7 Miles in length, it lies SE. by E. and NW. by W. It is very ſteep to Seaward; near it you ſee two Watch-Towers. *Monte Cercelli.*

About a Mile to the NE. of the Point there is a ſquare Tower upon a low ſandy Point, and and a Village above it call'd *St. Felicite*. You may anchor, in caſe of Neceſſity, between this Tower and the Point of *Monte Cercelli*, where there is another Tower in 6 or 7 Fathom Water; ſandy Ground; but you muſt not come near this ſquare Tower, which lies at the beginning of the low ſandy Shore, becauſe of a long Point of Rocks, which ſtretch out above two Cables length under Water; nor muſt you let your ſelf be ſurpriſ'd by the Sea-winds, from which you have no Shelter. You may anchor, on an urgent Occaſion, to the NW. but you muſt be very careful againſt the Sea-winds.

Ponza-Iſland is about 25 Miles SSW. from *Monte Cercelli*; it belongs to the Duke of *Parma*, and is about 12 or 15 Miles in Circumference; it is very high, eſpecially towards the SW. point, and ſhews it ſelf, as I have ſaid, at a great diſtance off. This Iſland is eaſily known, by *Monte Cercelli*, and other neighbouring Iſlands: It ſtands between two other Iſlands, the Weſtermoſt is call'd *Palmarola*, and the Eaſtermoſt *Sennone*. *Ponza*-Iſland appears at a diſtance, like ſeveral little Iſlands, eſpecially when you come from the Weſtward. *Ponza-Iſland.*

About two Miles NE. from *Ponza*-Iſland, there is an Iſland of about 2 League and a half in Circuit, call'd *Sennone*, which is very high, but not inhabited. You may anchor near to this Iſland to the Eaſtward, in 8 and 10 Fathom cloſe to it; but this muſt be only done in an urgent Neceſſity, there being no Shelter but what the Iſland gives you. *Sennone-Iſland.*

About 180 Fathom from the NE. end of *Ponza* Iſland, there is a very high ſmall Iſland, call'd *Gabia-Gabia*, you cannot paſs between it and *Ponza*, but in Boats, and that with Difficulty, though ſeveral Authors, that are ill acquainted with this Place, ſay, that it is a very good Paſſage to go into *Ponza*-Road; but after a particular Examination, and ſounding all along this place, I find the whole Paſſage to be full of Rocks under Water, and that you muſt ſound, even in Boats, to avoid theſe Rocks. Between this Iſland and *Sennone* there are three Rocks above Water, like ſmall Barks, about 150 fathom diſtant from one another, between which you have a clear Paſſage, when you go to *Ponza*-Road; you have between theſe Rocks 12 and 15 Fathom Water. You may likewiſe paſs very well between *Sennone* and the innermoſt Rock; but the uſual Paſſage, and which to me appears the beſt, is between *Gabia* Iſland, and the neareſt Rock, which may be about 220 Fathom wide, and 15 and 16 Fathom deep; for in this Paſſage you ſee the Dangers that are on both ſides of you; you may range either the Iſland or Rock, as you will. *Gabia-Iſland.*

Ponza-Road is on the SE. part of the Iſland, where you may anchor, eſpecially with Galleys and other middling Veſſels. The Road is pretty large, and upon the SE. point there is a ſmall ſquare Fort with ſome Guns in it; at the end of the Point, there is a large Rock above Water; in caſe of Neceſſity you may paſs between both, there being 15 and 16 Fathom Water; there is another Rock above Water cloſe to the Shore on the Starboard-ſide as you go in, which is higher, and has ſeveral ſmall ones about it. *Ponza-Road.*

Almoſt between theſe two Rocks, and in the middle of the Paſſage there is a very dangerous Rock under Water; the Marks to know when you are upon it, is, to bring the neareſt

Rock

Rock to *Gabia* Iſland to bear in one with the Weſtermoſt end of *Sennone* Iſland; another Mark is, to bring the NE. end of the great Rock, which is the neareſt to the Point, where the Fort is with the Rock that lies out, and is call'd the *Boute* of *Ponza*, and is about 9 Miles from it. When you would therefore anchor in *Ponza*-Road, when you come from the Weſtward, after you have paſs'd by the Iſle of *Gabia*, as I have ſaid before, you muſt look directly out for the great Rock near the Point of the Fort, and range along it with Diſcretion, to avoid the Shoal. After you have got round it, you ſteer a little longer the ſame Courſe, and then anchor with your Starboard Anchor in 12 Fathom Water, and carry a Faſt aſhore under the Fort; the other Gallies anchor about you in 6 and 7 Fathom Water, the Ground Graſs and Mud; there is a Bight beyond the Fort, but very little Water, and it is beſt not to paſs beyond the Point of the Fort. To the NW. of this Bight there is a ſort of Rivulet, where you may get Water, but it is very often dry in Summer. In ſeveral Places about this Fort there are great Cavities and ſubterraneous Apartments, which ſome *Roman* Emperours had cauſed to be built, and are hewn out of the Rock; you likewiſe ſee here very curious Baths, both for their Situation, and the great Pains wherewith they have been made; ſeveral Pumice-ſtones are often ſeen to float about this Shore, which makes me partly of Opinion, that this Iſland has from thence taken its Name. Without the great Rock at the Point of the Fort, as you go to the Southward, there is another larger Rock almoſt joyning to the Iſland.

Between *Monte Cercelli* and *Gaieta.*

From *Monte Cercelli* to *Gaieta*, the Courſe is almoſt E. by S. about 30 Miles; the Land between both lies in a large Bay, and you ſee all along ſome Towns, Villages and Watch-Towers The neareſt Town to *Monte Cercelli* is *Terracina*, which is about 10 or 11 Miles from it; it is ſituated on a pretty high Point, near to which, to the Eaſtward, there is a pretty large Lake, which has a Communication with the Sea. The Coaſt between *Monte Cercelli* and *Terracina* is very low with a very ſandy Shore, and between *Terracina* and *Gaieta* it is very high, with ſeveral Watch-Towers along it, and ſome Villages, amongſt the reſt, there is one almoſt half way call'd *Fondi*. You know *Gaieta* eſpecially when you come from the Weſtward, by a large Point about two Miles off to the WNW. which is call'd the Mount of the Holy *Trinity*; to the Weſtward of which there is a large ſandy Shore; this Mountain is ſteep, and cleft from the Top to the Bottom about a Fathom wide; at the Foot of the Mountain, to Seaward, there is an *Oratory* of our Saviour, which Gallies and other Veſſels ſalute: Above the Cleft there is a Convent of Fryars.

Gaieta.

Gaieta belongs to the King of *Spain*, as does all this Coaſt; it ſtands on a very ſteep Point towards the Sea, at the Entrance of a large Bay; you ſee the Town, and ſeveral Fortifications from the Sea, and a large Tower upon the Height of a very ſteep Mountain. The greateſt part of the Town of *Gaieta* lies to the Northward of this Point, where there are ſeveral Fortifications. *Gaieta* Bay is within this Point; it is about 5 or 6 Miles over, and 4 Miles deep. The general Place of anchoring for Gallies is near the Town, but you muſt not ſtand in farther than half way of the Walls of the Town, becauſe of ſeveral Rocks under Water, and the Water fails you all at once. In the bottom of *Gaieta*-Bay, on the Sea-ſide, there is a pretty long Village, call'd *Fond de Vigo*, or *Caſtillone*, and to the NW. there is a ſmall River, where you generally water. Ships may anchor before *Gaieta*, but not in the middle of the Bay, becauſe of the great Depth of Water, and that you have no Shelter from the Sea-winds. The moſt troubleſome Winds here are from the NE. to E. for you cannot ſee the Sea, if you anchor as I have ſaid, near the Town. The Latitude is 41 deg. 14 min. and the Variation between 7 and 8 deg. NW.

Cape *de la Roque.*

About 20 Miles SE. by E. from *Gaieta* Point is Cape *de la Roque*, between both the Land lies very much in a Bay, and the Coaſt is very high ſo far as half way, but afterwards it runs ſlooping down as far as Cape *de la Roque*; in this Diſtance, there are ſeveral Towns, Villages and Watch-Towers; the firſt is, *Fond de Vigo*, as I have ſaid before, then St. *Mary*, *Caſta*, and ſome others. Cape *de la Roque* is very high, and appears like an Iſland, when you are along the Coaſt, by reaſon of the Land behind it, which is very low; the Top of the Cape reſembles a Sugar-loaf. There is a Signal Tower, and a Houſe near it, and another Tower to the Northward upon a lower Point.

Cape *de la Meſa.*

The Courſe from the Point of *Gaieta* to Cape *de la Meſa*, is SE. by S. and the Diſtance 41 Miles; and from Cape *de la Roque* the Courſe is SSE. about 25 Miles. The Land between both lies

lies very hollow, with a low Shore, and Downs of Sand, with ſeveral Landing-places. Almoſt in the middle of this Hollow, you ſee a Tower, upon a high Point, call'd *Tour de Patria*, near to which, to the S.ward there runs a River. There is another Tower, between Cape *de la Roque* and *Tour de Patria*, and ſeveral Marſhes; it is known by the great Number of Trees that ſtand about it.

Deſcription of the Gulph of NAPLES.

BEing ordered by the *Marquis de Forville*, who commanded the King's Gallies in the Campaign of *Naples* in 1702, to draw out an exact Plan of all the Gulph of *Naples*, which I had the Honour to preſent to his *Catholick* Majeſty, and in which I abridg'd an Explanation of all the particular Places in it; the Reader will excuſe me, if I am ſomething longer in this Account, as there are ſeveral particular things to explain here, which I thought, ought not to be omitted.

The *Gulph* of *Naples* is between the Iſlands of *Iſchia*, *Cabrita* and Cape *Campanello*; it is very large, being about 25 Miles deep, and 22 wide; it is eaſily known by the Iſlands of *Iſchia* and *Cabrita*, which are very high, beſides the Mount *Veſuvius*, commonly call'd Mount *Somme*, which is very high, and lies in the Bottom of the Gulph, and is perpetually burning at its top, ſo that in the Night-time you ſee a Fire, and in the Day a thick Smoak, which is ſufficient to know this Gulph by. The City of *Naples* lies in the bottom of the Gulph to the Northward, and ſeveral other Towns and Villages, Caſtles and Forts extend the whole Length of the Gulph beſides the Iſlands, at the Entrance which cover it; we will begin with *Iſchia*.

Iſchia Iſland lies at the Entrance of the Gulph of *Naples*, to the Northward; it is very large, high, and pretty ſteep, eſpecially to the SW. in the middle of the Iſland there is a very high Mountain, like a Sugar-Loaf, with white Spots in ſome Places, by which you know it. This Iſland is about 25 Miles in Circumference, and the South and Weſt Part of it is almoſt all uninhabited, but near to the NW. Point towards the Sea, there is a pretty large Town, and on the other ſide of the Point to the NE. there is another Town call'd *Lelago*, ſtanding in a ſandy Bay on the Sea-ſide; you may anchor before *Lelago*, eſpecially with Gallies; you are there ſhelter'd from the Winds between the SE. and W. In the bottom of the Shore there is a Rock about two Cable's Length out under Water, which you muſt be aware of. You ſee a large ſquare Tower upon the Northern Point of the Bay, which ſerves you to know it: The North and NE. Winds blow full in, and are dangerous. Three Miles ESE. from the Point of *Lelago*, where the Tower is, there is another ſquare Tower, upon a moderate riſing Point, call'd the Tower of *Caſtillone*: Near to this Tower, there is another upon a low Point, call'd St. *Peter's Guard*; oppoſite to this Tower there is a Point of Sand which runs a little way out, but you may come within a Muſket-ſhot of it; there are likewiſe ſome Rocks, under Water, about the other Points. *Iſchia*-Iſland.

About a Mile to the SE. of this laſt Point, you ſee the Caſtle of *Iſchia*, ſtanding on a high Rock, which is an Iſland, but communicates to the Land by a Stone-bridge 200 Fathom long; this Caſtle is conſiderable for its Situation, which is inacceſſible, and is very high, ſteep and fortified on all ſides. At the end of the Bridge there is a little Town along the Shore, and ſome Watch-Towers about it. Gallies may anchor on either ſide of the Bridge; you have between the Caſtle and the Town, to the Northward of the Bridge three and four Fathom Water, owzy Ground, and you may carry Faſts aſhore towards the Town. You may likewiſe anchor, according to the Winds, to the Southward of the Bridge; but you muſt take care of ſome Rocks that lie under Water near the Caſtle, and ſome others which are on the other ſide, towards the Iſland, over-againſt a Point, ſo that you muſt paſs in the middle, between both, to come and anchor near the Bridge. Half a League to the Southward of the Caſtle, there is a high Point, which they call *Pombague*, at the end of which there are ſome Shoals. The Caſtle

Procita-Iſland is about a good half League ENE. from the Caſtle of *Iſchia*, and half way between *Iſchia*-Iſland and Cape *de la Meſa*, which makes the beginning of the Gulph of *Naples*; it is moderately high, exceeding fertile, and full of fine Palaces, and Country-Seats; you ſee here ſeveral remarkable Antiquities; it is about 8 or 9 Miles in Circuit, and has ſeveral Creeks for *Procita*-Iſland.

Anchoring, in caſe of Neceſſity. Towards *Iſchia* there is a very high ſmall Iſland with a Watch-Tower upon it; this Iſland is but a Boat's Length diſtant from *Procita* Iſland. Ships and Gallies may paſs between the Caſtle of *Iſchia*, and this ſmall Iſland, there being 12, 15 and 20 Fathom Water, but they muſt range more towards the Caſtle (there being 7 and 8 Fathom Water cloſe to it) to avoid a ſmall Ledge of Rocks under Water, lying NW. by W. from the ſmall Iſland, about 600 Fathom, upon which there is only 4 or 5 Foot Water. You may, in a Neceſſity, paſs between theſe Rocks and the Iſland with the Tower, ranging nearer to the Iſland, in 5 and 6 Fathom Water; but the ſafeſt way is, to paſs along one third of the Diſtance between the Caſtle and the Iſland, where you have nothing to fear. There is a great Space between this Iſland and the Iſland of *Procita*, in the middle of which, you have very good Anchorage in 4 and 5 Fathom Water, the Ground Sand and Graſs, and are ſhelter'd from ſeveral Winds, only the S. and SE. Winds blow full in.

From this Iſland, as you come from the Northward, to the Point of *Chiopatra*, which is the NW. Point of *Procita*-Iſland, it is about three Miles; the Coaſt between both lies in a ſmall Hollow, with a Shore called *Queelle*, where you may likewiſe anchor, and be ſhelter'd from the NE. S. and SW. Winds; you have 4 and 5 Fathom Water, owzy, graſſy Ground. But between this Shore and the Point of *Chiopatra* there are ſeveral Rocks under Water, above three Cables Length from the Shore. At the SE. end of *Procita*-Iſland, there are ſeveral ſandy Bays and Creeks, where you may anchor in caſe of Neceſſity, with the WNW. and N. Winds. You may range all along the Coaſt on that ſide, without any Danger, there being a great Depth of Water even cloſe to the Shore. The Diſtance from the NW. to the SE. Point of this Iſland, is about half a League; the Land between lies a little in a Hollow, and there is a Landing-place, before which you may anchor in 4, 5 and 6 Fathom Water, the Ground owzy Graſs: There are ſeveral large Houſes all along this Shore, and Palaces after the ancient manner, with a Village, and likewiſe a Church near it on the Sea-ſide. The Town of *Procita* is ſituated on the extream end of the SE. Point of the Iſland; it is ſmall, and pretty well fortified, though after the ancient manner, the Advantage of its Situation makes it ſtrong; this Point is high, and very ſteep to Seaward. This Iſland is exceeding Populous; there are ſeveral Villages below the Town of *Procita*; at the SE. end there is a conſiderable one upon a Beach.

Dangers. At the Foot of the Caſtle or Town of *Procita*, at a Place called *Aleme*-point, there are ſome Rocks above Water, two Cables Length from the Shore, but cloſe to them you have three Fathom Water. When you would anchor to the NE. of the Iſland under the Town, you muſt not come within a Quarter of a League of the Beach, becauſe there is not much Water; you are very well here with the Winds between SE. S. and SW., but you are open to the North and NE. Winds which blow full in.

Cape *de la Meſa.* About two Miles and a half, towards the NE. of *Procita* Iſland, is Cape *de la Meſa*, which makes, as I have ſaid, the Entrance of the Gulph of *Naples*, at that end. It is a very high large Point, and upon a riſing Part of it, to Sea-ward, there is a round Watch-Tower, above which there is a high Land call'd formerly *Monte-Vacia*.

St. *Martins* Iſland. To the Northward of this Tower, there is a pretty high ſmall Iſland, call'd St. *Martins*-Iſland, upon which you ſee a ſquare Tower. All this Iſland is encompaſs'd with Rocks above and under Water, which ſtretch out above 30 or 40 Fathom. You cannot paſs between this Iſland and the Land but in Boats. To the NE. of this Iſland there is a ſquare Watch-Tower, upon a ſmall Point of Rocks, which ſtretch out into the Sea; the Tower is called *Vore*, and at the End of it there are ſome Rocks; a ſmall League to the Northward of this Tower, there is a pretty high Point in the middle of a Beach and Downs of Sand, call'd *Cuma* Point. In this Diſtance the Land is very low; there is a large Pond, call'd the Lake of *Coluſio*, or *Fuzara*, in which you yet ſee the Remains of an ancient Temple.

Cape *Mizens.* From the Point of Cape *de la Meſa* to Cape *Mizene*, which the *Dutch* and many others call Cape *Meſenus*, it is about a ſmall League in diſtance to the Eaſtward. Between both there is a Bay, with a large low ſandy Shore, before which you may anchor in 4 and 5 Fathom Water, the Ground Sand and Graſs: You are there ſhelter'd from the NW. N. and NE. Winds, but you are open to all the reſt. Cape *Mizene* is a very high, long Point, ſtretching out into the Sea, with 2 ſquare Watch-Towers upon it pretty near one another, above which you ſee a large Houſe: At the end of this Point there is a Rock above Water, near to which you have 15 Fathom Water; this

this Point is called *Monte-Mizeno*. There was formerly here a very conſiderable Town, which the Earthquakes, and length of time have entirely ruined; however you ſtill ſee ſeveral Large and Noble Subterranous Appartments, hewn out of the Rock, and adorned with large Columns and other curious Pieces of Workmanſhip in the Rock, to ſupport theſe Buildings.

About half a League to the Northward of Cape *Mizeno*, there is a deep Bay, where formerly was a very good Harbour, call'd to this day, the Port of *Malamorte*, in which you may however ſtill anchor, eſpecially with Galleys: This Harbour is about 400 Fathom over, and 500 deep. *Malamorte* Port.

On the Starboard-hand there is a long low Point of even Rocks, reſembling the Work of Art, and at the End of it there is a long Train of Rocks under-water, about a Cable's Length, or a little more to the SE. with very little Water over them. On the other Side, towards *Monte-Mizeno*, there remain ſtill 5 Pillars of Brick of an antient Mole or Bridge, which the *Romans* had built, they are level with the Water, and on the ſame ſide you ſee a Fiſher-man's Store-houſe, and a Chappel above it. In the Bottom of this Harbour, which contracts it ſelf by the means of two Points, upon the Starboard of which, as you go in, you ſee a pretty large Houſe; and the other Point is high, and a Peninſula within theſe two Points in the Bottom; you have a large round Space of Water, but not above 4 or 5 Foot deep; beyond it there is a great Lake, call'd *Mare Morte*, where there was formerly a Town, but is ſwallowed up. This Lake has no other Communication with the Sea, but by a Sluce in the Bottom of *Malamorte* Harbour. When you would go into *Malamorte* Harbour, you muſt firſt make the Mouth of it well open, and then range as near as you can to the laſt of the Pillars; which, as I have ſaid, lie level with the Water, on the Larboard-ſide as you go in, where you have 4 and 5 Fathom Water. On the Starboard-ſide there are ſeveral Ruins (under-water) of Houſes that have been ſwallow'd up; you ſtill ſee ſome part of them through the Water, ſo that you muſt not come near to them.

Continuing then in this Courſe, to the Bottom of the Harbour, you go and anchor a little within the Fiſherman's-houſe which is on the Left-hand, in 3 or 4 Fathom Water, the Ground owzy Graſs; but you muſt not paſs beyond a little Mountain of Rocks, which is within the Houſe, on the Left-hand, for the Water fails you all at once; nor muſt you come within a Cable's Length of this Shoar, becauſe of the many Houſes that lie there ſwallowed up, which you ſee thro' the Water. When you are got into the Harbour, in the manner abovementioned, you have nothing to fear from any Wind. The SE. Wind blows full into the Harbour, but it can cauſe no Sea, becauſe of the Rocks that lie at the Entrance. However with a freſh Gale at SSE. and E. you will not be able to get into this Harbour, becauſe of the great Swell: It would be difficult for you to ſteer, becauſe the Sea breaks all over the Entrance. At the End of the long Train of Rocks, on the Starboard-ſide as you go in, you have 5 and 6 Fathom Water.

About half a League to the Northward of *Malamorte* Point, is the Caſtle of *Baya*, which is very conſiderable, ſtanding on a high ſteep Point to Seaward: At the Foot of the Caſtle there is a Rock level with the Water, upon which they have lately raiſed a Battery; you cannot paſs between it, and the Land but in Boats. N. by W. about a Mile from this Battery, there is a very high large Point, called the Point of the *Baths*; the Land between both lies a little hollow, and almoſt half way there is another Battery lately rais'd; it is ſituated at the End of a low Point, over againſt which, a good Cable off, there are ſome Rocks under Water, or ſunk Houſes, with only 4 Foot Water over them: There are likewiſe ſeveral Rocks under Water all around this Battery, but eſpecially towards the Point of the *Baths*, which ſtretch out above 300 Fathom. The beſt anchoring Place in the Road of *Baya*, is between the 2 Batteries, which you ſee level with the Water, 2 or 3 Cable's Length from the Shoar; and then you are in 5, 7 and 9 Fathom Water, the Ground owzy Graſs; but the firſt Anchor you caſt, will be according to the Wind, in 10 or 12 Fathom: You muſt, as I have ſaid, take care not to come near the Coaſt of the Point of the *Baths*, becauſe of a great many old ſwallowed Ruins under-water: When you are anchored in the abovementioned manner, almoſt between theſe 2 low Batteries, you may very eaſily carry Faſts a-ſhoar towards the Caſtle of *Baya*, and thereabouts; but there is a Rock under-water, between a Houſe which is below the Fort of *Baya*, and the anchoring Place, which may cut the Cables which you muſt be aware of. In the Bottom of this ſmall Bay, beyond the laſt Battery, there is a large Space. Between this Battery and the Point of the *Baths*, which is upon the Right-hand, there is a ſandy Beach, where you may anchor with Galleys, in 3 Fathom Water, good Ground; but to go there you muſt be acquainted with the Rocks, which, as I have ſaid, lie on *Baya* Road

both

both Sides under-water, and paſs between them and the other Rock, which is almoſt level with the Water, oppoſite to the Battery, leaving this laſt on the Left, as likewiſe the Battery, which you muſt not approach. You afterwards anchor within the Battery, in 3 and 4 Fathom Water, ſandy Ground; you may carry Faſts a-ſhoar, with a good Anchor down to the ENE. To avoid the Dangers on both Sides, which are not ſeen, you muſt lie with your Stern towards the Town of *Puzolo*, and your Head towards 2 Pillars which you ſee in the Mountain, upon a ſloping ſide of it, above a Temple. In the Bottom of this Shoar, there is a Temple near the Sea, built of Brick, formerly dedicated to *Mercury*, and near the Point of the *Baths*, there is another more ruinous one, dedicated to the Goddeſs *Venus*. Near to the middlemoſt Temple, which is built of Brick, there is another very large one, half in Ruins, in which the Voice circulates ſo along the Wall that if you ſpeak to a Perſon oppoſite to you, in the ſame Temple, and he lays his Ear to the Walls, he ſhall diſtinctly hear you, tho' you ſpeak ſo low as not to be heard by a Man half way between you. This Point of the *Baths* is very large; it is to the Right of the Caſtle of *Baya*, fronting it. On the Top of the Point there is a large Inſcription of white Marble, and below it towards the Sea, there are ſeveral Subterraneous Paſſages hewn out of the Rock; they run a great way in the Mountain, and lead to ſeveral Baths of Mineral Waters, and to ſeveral Appartments, both on the Right and Left; and which is Extraordinary, you have on one ſide, a Bath extreamly hot, call'd the Bath of the *Sun*, and cloſe to it, another extreamly cold, call'd the Bath of the *Moon*. Beyond theſe Baths, are thoſe of the *Camæan Sybill*, near to the Fort of *Baya*; here Veſſels are loaden with an Earth called *Pourcelain*, as alſo in ſeveral other Places hereabouts.

Pozolo. About two Miles and a half ENE. from the Fort of *Baya*, lies the Town of *Pozolo*; the Land between both lies in a deep Bay, but you muſt not go into it, becauſe of ſeveral Rocks that lie level with, and under Water, all along this Coaſt; you likewiſe ſee the Tops of ſeveral Towers, that have been ſwallowed up, level with the Water, and lie a great way out, and many other Ruins about them under Water, with 7, 8 and 10 Fathom cloſe to them. The Coaſt is ſandy between the Point of the *Baths*, and theſe Ruins; behind which there is a ſmall Lake, call'd the Lake of *Lucrino*, in the middle of which there is 30 Fathom Water. There was formely a Town here, but it is ſwallowed up; the Lake has no Communication with the Sea; you cannot anchor near this Shoar, becauſe of all the abovementioned Shoals. *Pozolo* is a ſmall Town, ſituated on a low Point upon the Sea-ſide; it is famous for the magnificent Structures which the Emperours have built here; I ſhall not ſpeak much of them, only obſerve, that there are ſtill before the Town 14 Pillars in the Sea, which are the Remains of the Ruins of a Bridge which the Emperour *Nero* had cauſed to be built to croſs to *Baya*, which is 2 Miles and a half over: However in this Line you have from 20 to 25 Fathom Water. The 14 Pillars take up 180 Fathom, E. and W. You have cloſe to the laſt Pillar, 7 or 8 Fathom Water. Both Ships and Gallies may anchor with a great deal of Eaſe before the Town; there is a ſandy Beach to the Northward of the Bridge, where you have 10, 8 and 4 Fathom Water, two Cable's Length from the Town, the Ground Mud and Graſs; you may carry Faſts, if you will, to the Pillars, you muſt not go too near the Shoar to the Northward, becauſe the Water fails you all at once, and there are ſome Rocks all along under Water, as likewiſe along the Town to Seaward, you have ſeveral Rocks, both level with, and under-water, the out Winds make a great Swell. About a Mile above the Town of *Pozolo*, there is a Mountain which burns inceſſantly, from whence they get Brimſtone; cloſe to this Mountain is the *Pool*, which they call the *Wonderful Pool*. From Cape *Mizeno* to the Iſle *Mizita*, the Courſe is Eaſt, and the Diſtance near two Leagues; and from *Pozolo* to the ſame Iſland it is 4 Miles SE. Between *Pozolo* and *Nizita*, there is a wide Bay with a large ſandy Shoar, in which you may anchor with the Land Winds, in caſe of Neceſſity, but you muſt not let your ſelf be ſurprized by the Sea-Winds. All the Coaſt from *Pozolo* to the beginning of the Shoar, is ſo ſpread with Rocks above, and under-water, that there is no approaching near it. In the Bottom of this Shoar there is a very fine Plain, with ſeveral antient Baths.

Nizita Iſland. The Iſle *Nizita* is very high, and cover'd with Trees; it is about half a League in Circumference, and about 400 Fathom diſtant from the Coaſt. On the higheſt part of the Iſland, there is a large Tower fenced about with Fortifications; to the SW. there is a ſmall Creek, in Form of a Creſcent; There is a large Rock above Water at the Larboard Point as you go in, and beyond this Creek you ſee a very old large Houſe. Two Galleys may anchor here in caſe of Neceſſity, with the Land Winds; you have 7 and 8 Fathom Water at the Entrance, and 3 and 4 Fathom within

within, but this Place is not good with the Sea Winds. To the Northward of this Iſland there is a Piece of a Mole, part of which to the NNW. is ſwallowed up; you ſtill ſee the Cheſts of the Mole entire; you have very little Water, but if you take Care to make a Tour round the Rocks, that are under-water, you may anchor with Galleys near the Mole, that is, to the ENE. where you will be in 3, 4 and 5 Fathom Water, the Ground Mud and Graſs; you may carry Paſts a-ſhoar to the Mole; within it, you have not above 8 or 10 Foot Water, for which reaſon you muſt not go any higher.

Mid-way between the Iſle *Nizita* and the Land, there is a long ſteep Rock, upon which there is built an Infirmary for curing Leprous people, and over againſt it in the Iſle *Nizita*, there are ſome Houſes near the Sea, and a Key for Landing. You cannot paſs between the Iſle *Nizita* and this Rock, which is called *Lazaret*, but in Boats, becauſe of the Ruins of an antient Bridge that was there formerly, and ſeveral other Dangers thereabouts: Between the *Lazaret* and the Main it is about 100 Fathom, but there you cannot paſs alſo, except in Boats. *Lazaret.*

A Mile to the Eaſtward of the Iſle *Nizita*, is the Point of *Algalegne*, which is very high, at the End of which there is a ſmall Iſland; you cannot paſs between it and the Land, but in Boats. Upon this Iſland are ſeen the Ruins of a Tower, and towards the Coaſt there is ſtill ſtanding an antient Temple, call'd the *School* of *Virgil.* *Algalegne* Point.

From this Iſland to the Point of *Pozilippe*, it is about a ſmall half League; the Coaſt between lies moderately high, and ſpread over with large Houſes, but moſt of them uninhabited; there are ſeveral others along this Coaſt ſwallow'd up under Water, and you ſtill ſee the Walls level with, or under-water, as likewiſe ſeveral Rocks under-water a great way out; for which reaſon you muſt keep at leaſt a Mile out. At the End of *Pozilippe* Point, where you begin to diſcover the City of *Naples*, as you come along the Coaſt, there are ſeveral Pillars, Towers, and Houſes ſwallowed up, and ſome Rocks both level with and under-water, which ſtretch near 400 Fathom out, which you muſt be aware of, when you go to *Naples*. This Point is known by a very white large Houſe on the Top. You may however range two Cable's Length from the Dangers that appear off the Point, where you will have 3 and 4 Fathom Water, and ſoon after 10 and 15 Fathom. *Pozilipe* Point.

About 2 Miles SE. by E. from the low Point of *Pozilippe*, ſtands the Caſtle *de l' Ovo*, upon a Rock; there is a deep Hollow between both, and almoſt half way there is a large Point cover'd with Palaces and other Houſes, with a Church call'd St. *Mary del Parto*: All this Coaſt from *Pozilippe* Point to *Naples*, is full of magnificent Houſes. Between the Point of St. *Mary del Parto* and the Caſtle *de l' Ovo*, there is a large ſandy Beach, all along which there are very Stately Palaces and Noble-houſes, with ſeveral fine Marble Fountains before them, and a long Row of Trees, which compoſe the fineſt Walk about the City of *Naples*; this Place is called, *Chiaja*. In the middle of this landing Place there is a Chappel, ſurrounded almoſt on every Side by the Sea, call'd St. *Bernard*, and at the End of the Beach, to the Weſtward, is the Entrance of that incomparable Grotto, call'd the Grotto of *Pozolo*; it is hewn through a high Mountain, which has a Village, and a Foreſt of tall Trees upon it; it is 82 Foot high at the Entrance, and all along almoſt equally wide, 30 Foot, and 1200 Paces in Length, in a right Line, and very regular, where you diſcover an admirable Perſpective from one Entrance to the other, and all done with the Hammer. A *Roman* Emperour cauſed this Paſſage to be made, to avoid fetching a turn about the Mountain to come from *Pozolo* to *Naples*; two Coaches may paſs abreaſt here. The Caſtle *de l' Ovo*

Deſcription of the City of NAPLES, *and the Places about it.*

THE City of *Naples*, the Capital of the Kingdom, is very large; it ſtands in the Bottom of the Gulf, as I have ſaid, to the Northward, in a very fine Plain on the Sea-ſide; it is full of magnificent Churches, lofty Palaces, and ſeveral Forts and Caſtles, eſpecially towards the Sea. One of them is on a riſing Ground above the Town, and is very conſiderable, both for its Structure and Situation, it commands in general the whole Town, and is call'd Fort St. *Elme*.

The *Carthuſian* Convent, which is very rich, is near this Fort. There is likewiſe an antient Caſtle on the Sea-ſide before the Town, called *Caſtel Novo*, which returns the Salutes Foreigners make to the Town, and is a very conſiderable Fortification: Near it, to the Weſtward, is the Royal Palace, where the Viceroy reſides, which is very magnificent. The Arſenal for the building of Gallies, is adjoyning to the Palace, and near to the Arſenal there is a Baſon, capable of holding 10 or 12 Galleys; it is defended by a Tower built after the antient manner, which is in a very good Condition, and ſeveral other Works. The Caſtle *de l' Ovo* is, as I have ſaid, to the SW. and is the outermoſt Work belonging to the City. This Caſtle is exactly well fortified on all Sides, and ſtands on a Point of Rocks; It communicates with the Walls of the City, by means of a Draw-bridge, under which Boats may paſs.

The Mole. The Mole of *Naples* is 650 Fathom to the NE. of the Caſtle *de l' Ovo*; it is in the Figure of a Hook, or a right Angle, and ſtretches out about 200 Fathom into the Sea; the Elbow of it advances 120 Fathom to the SE. Upon the Elbow of this Mole there is a very high Brick Tower, with a great Lanthorn in the Top, which is lighted in the Night for the Security of Veſſels, and to direct them to the Place; this Tower is defended by a very good Battery of Guns; the Entrance of the Mole lies to the NE. At the Head of the Mole there is likewiſe a ſmall Fort, but conſiderable, and near to it a Gun and Bomb Battery. In this Fort you ſee a very fine Figure of St. *January*, the Patron of *Naples*. You may anchor in this Mole with ſeveral Galleys and moderate ſiz'd Veſſels, in 3 and 4 Fathom Water, the Ground owzy Graſs, but eſpecially near to the Elbow of the Mole; for only Barks, Tartans, and other ſmall Veſſels can go into the Bottom of the Mole, towards the Town.

You are here lock'd up from all Winds, and only the N. and NE. Winds blow upon you, which come over the Land, and are very violent; however a great Swell comes tumbling in with the out-Winds. You may anchor, if you will, between the Caſtle *de l' Ovo* and the Tower of the Baſon, call'd St. *Vincenzo*, in 6 and 7 Fathom Water, but the Ground is not of the beſt, there are likewiſe ſome Rocks under Water, that cut the Cables, and you are beſides too much expoſed. You may likewiſe anchor between the Tower of the Baſon and the Mole, but the Ground is neither good there, nor have you any Shelter from the Sea Winds. I need not point out any particular Places to you for watering, becauſe this City abounds in all things, and has a prodigious Number of Stately Fountains of Marble of different Colours, embelliſhed with fine Statues. Small Ships may anchor at the Head of the Mole without going in, having an Anchor down a Stern, and a Faſt at the Head of the Mole; but Men of War, and large Ships anchor farther out, *viz.* to the SSE. of the Lanthorn, about a Mile off, in 30 and 35 Fathom Water; for all over this Gulf, there is a great depth of Water. The Latitude of *Naples* is 40 deg. 50 min. and the Variation near 8 deg. NW.

Magdalen's Bridge. From the Mole of *Naples* to the Tower of *Geomare*, which ſtands on a low Point in the Bottom of the Gulf, the Courſe is almoſt SE. by S. about 10 Miles; The Coaſt between both is almoſt all along ſmooth and low, has ſeveral ſandy Beaches, and is adorned with many Towns and Villages, the firſt of which is called *Cavaleriſa*; near to which paſſes a ſmall River, with a large Stone Bridge over it, near the Sea, called *Magdalen*'s Bridge. Afterwards there is another Village on the Sea-ſide, call'd St. *John de Teduche*, the *Pietra Bianca*, *Portiche*; and a Point of Rocks advancing a little way into the Sea, near to which there is a Tower called the Tower of *Reſino*, with a Village of the ſame Name near it; then follows the Grecian Town, and *Somme*, and ſeveral other Watch-Towers along the Sea Coaſt.

Mount *Veſuvio*. Mount *Veſuvio* is a high Mountain beyond theſe Villages, and in the Bottom of the Gulf of *Naples*, as I have ſaid before: This Mountain ſtands in the middle of a very large Plain, about a League's Diſtance from the Sea ſide. It is continually caſting out Fire, which you ſee in the Night-time, and a thick Smoak in the Day-time, which comes out of it's Top, and ſeveral ſmall Holes, like the Funnels of Chimneys. Beyond this Mountain, to Seaward, there is a large Nunnery with ſome Houſes adjoyning, ſtanding on a little Hill, call'd St. *Archangelo*.

About 16 Miles SE. by S. from the Light-houſe of *Naples*, and 6 Miles from the Point, where *Caſtelamare* the Tower of *Geomare* ſtands, lies the ſmall Town of *Caſtelamare*, ſituate at the Foot of a high Mountain, on the Sea-ſide. The Land between the Point of *Geomare* and *Caſtelamare* lies in a deep Bay, with a ſandy Beach, in the middle of which ſtands a ſmall ſquare Fort amidſt ſome Rocks, call'd Fort *de Reveillano*.

The

The *Annonciada* is in the Bottom of this Beach to the Northward; it is a large Village, at each end of which you ſee two Watch-Towers; one upon a Point, and another beyond a ſmall River, which paſſes near to the Village. About a Mile to the SR. of this Village, there is a ſmall River, called the River of *Serene*, whoſe Entrance is very narrow; it paſſes through a large Plain, called the Plain of *Serene*. You have cloſe to the Fort *de Revoillano*, to the Weſtward 7 and 8 Fathom Water; this is about a Miles diſtance from the Landing-place. You may paſs between it and the Land, if you will, in a Galley, there being 4 and 5 Fathom Water in the middle of the Paſſage. Before the Town of *Caſtelamare* there is a little Mole reſembling a Hook, which extends out to the ENE. where you may place a few Barques; however, in fine Weather you may anchor at the Mole-head, which is a long Point of Flint Stones level with the Water; you may anchor without this Point in 5 Fathom Water, and a few Gallies may carry their Faſts aſhore, where there are Anchors and Rings. At the SW. end of the Town, near to a Tower on the Sea-ſide, there is an admirable Spring, both for the Quantity and Freſhneſs of its Water; it riſes from the Foot of a high Mountain, and diſcharges it ſelf into the Sea. This Place is proper enough for Gallies to anchor at in the Summer-Seaſon, but one would not chooſe to lie here a-Nights, for fear of the Sea-Winds. Without the Point of the Mole to the SW. there ſtands a *Franciſcan* Convent upon a Point of Rocks, near to which they generally keep a Tunny Fiſhing-Net during the Summer-Seaſon. *The Annonciada.*

From *Caſtelamare* to *Vigo* it is almoſt 5 Miles WSW. the Coaſt between both is very high and ſteep to the Sea: *Vigo* is a ſmall Village near the Sea-ſide; about a quarter of a League to the Weſtward; there is a large Point ſtretching out a little way into the Sea, with a Watch-Tower upon it, and ſeveral more near it: You may anchor between this Point and the Village of *Vigo*, in 8 and 10 Fathom Water, the Ground muddy Graſs; but this Anchoring-place is only proper for Land-winds, that is, to the South and SE. as it is all along this Coaſt. *Vigo.*

About a League WSW. from *Vigo* Point, is the Point of *Surenti*, which nevertheleſs is not ſo high, with a Watch-Tower upon it. Between both there is a ſmall Bay; the Coaſt is ſteep and ſmooth on the Top, and almoſt all along full of ſubterraneous Concavities towards the Sea, made by Art, which makes it much celebrated, with regard to its Antiquities: Above it, there is a charming Plain, full of large Houſes, ſituated amongſt fine Trees, called the Plain of *Surenti*. Near to the SW. Point of *Surenti*, lies the ſmall Town of the ſame Name, and cloſe to it on the Sea-ſide are two ſmall Forts with ſome Guns in them, for the Defence of the Anchoring-place. You may likewiſe anchor before this Town, near the SW. Point in 7 and 8 Fathom Water; the firſt Anchor will be in 18 or 20 Fathom, the Ground Mud and Graſs: At the end of this Point, near to it, there lies ſeveral Rocks both above and under Water. From the Point of *Surenti* to Cape *Campanello*, the Courſe is about SSW. and the diſtance 5 Miles; this Coaſt is very high and ſteep to Seaward, and full of Watch-Towers upon all the Points, and riſing Grounds. *Surenti.*

Mazo is a Village on a riſing Ground almoſt half way between both, and a little beyond it there is another Village called St. *Conſtance*; before which, in a rocky Creek, there is an excellent Spring of Water, a little to the SW. of it. About a Mile NW. from the Point of *Mazo* there is a pretty high Rock, called the Rock of *Berniche*, all about which you have 15 and 16 Fathom Water, and between it and the Coaſt 30 Fathom. *Mazo.*

Cape *Campanello* is a large Point with a Watch-Tower upon it; this Point makes the Extremity of the Gulph of *Naples*; near to which to the Eaſtward, there is another Point, called the Point of *Dimaſo*, upon which you ſee a Watch-Tower, and two Rocks near it above Water; and a little more to the SE. there is a ſmall high Iſland, with a Watch-Tower upon it, which is at the Entrance of the Gulph of *Salerno*. Cape *Campanello.*

About 4 Miles to the Weſtward of Cape *Campanello*, is the Iſland of *Cabrita*, at the Entrance of the Gulph of *Naples*; it is very high at both ends, and is about 9 Miles round, it has ſeveral ſmall Villages, and at the NE. end there is a Bay, with a ſandy Beach, along which there are ſeveral Fiſhermens Houſes, of a very ancient and particular way of Built: Above this Beach between two riſing Grounds, you ſee the ſmall Town of *Cabrita*. It has near it an ancient Caſtle; there are ſeveral curious remarkable antiquities upon this Iſland: Upon the top of the eaſtern Point, there is a ſort of *Mauſoleum*, which is ſaid to be the Sepulchre of the Emperour *Tiberius*. Upon the Weſtern Point, which is the higheſt of the Iſland, there are two or three ſmall Villages, and ſome Watch-Towers; and at the SE. Point there are three great Rocks above Water, very high *Cabrita-Iſland.*

high. In caſe of Neceſſity, you may anchor, with the S. and SW. Winds, before the Bay above mentioned, that is, at the NE. end of the Iſland, within a ſmall Cannon Shot of the Landing-place, in 4 and 5 Fathom Water, the Ground muddy Graſs; but when you are a little Diſtance from the Shore, you have from 15 to 25 Fathom Water. You may paſs all round this Iſland pretty near, without Apprehenſion; there are indeed ſome Rocks above and under Water, but they are cloſe to the Iſland. You may likewiſe paſs eaſily between this Iſland and Cape *Campanello*, in the middle, you have 68 Fathom Water, and 15 and 20 Fathom cloſe to the Cape. All the Gulph of *Naples* is generally very deep; all along the Southern Coaſt, and even in the middle of the Gulph, you meet with, as far as 120 Fathom Water.

I ſhall ſay nothing of the Coaſt of Calabria, *having never been there; and ſhall ſpeak of no Place that I have not ſeen my ſelf.*

Deſcription of the Northern Part of the Iſland of Sicily, *and of the Neighbouring Iſles.*

The *Fare* of *Meſſina.*

WHat they call the *Fare* of *Meſſina*, is a Streight or Channel of Sea, ſhut up by the Coaſt of *Calabria* on the one ſide, and the neighbouring Land of the Iſland of *Sicily* on the other; it is not above a League in Breadth: The Coaſt of *Calabria* is here very high, and that of *Sicily* very low. On the ſide of *Sicily*, there is a large Fort with ſome Guns in it, call'd the Tower of *Fare*; it ſtands at the end of a long, low Point of Sand, which in ſome meaſure defends this Paſſage. Veſſels that have a mind to paſs through the *Fare*, do generally anchor to the Weſtward of this Tower, to get the Pilots of the Country aboard, who ſometimes go out to meet the Ships; and they wait for the proper Tide, to ſail into the *Fare*. You may anchor all along this Coaſt, as far as Cape *de la Mortelle*, which lies to the NW. For about 12 Miles along this Coaſt, you have about 5, 6 and 7 Fathom Water, the Ground pretty good; however you muſt not let your ſelf be ſurpriſ'd on this Coaſt by the NE. N. and NW. Winds.

Remarks.

As the vaſt Sea, which comes from the Weſtward, is ſhut up by the Coaſts of *Calabria* and *Sicily*, and finds only a narrow Paſſage which is call'd the *Fare*, it is not to be wondred that the Sea ruſhes in at this Place with a very impetuous Force, and Confuſion, from the different Currents and Tides that meet there, which in a Calm drive Veſſels to and fro, without being able ſometimes to oppoſe their Motions, not being ſure of the Anchors you throw down to ſtop your ſelf, becauſe of the Abyſſes of Water that you meet with in this Place. Theſe Currents have not a regular Courſe, as in the *Ocean*, whoſe Motions and Changes you are aſcertain'd of, whether it be from the rapid Motion of the two vaſt Seas which this Channel receives at each End, and daſh againſt each other, as they meet in this Paſſage, or that the Gulphs which are here cauſe the Difference of the Currents, and that violent Agitation and Claſhing of the Waves together: I have however obſerved, that they do come ſomething near to the Regularity of the Tides of the *Ocean*, which is known by the Motion of the Moon; The Tides of the *Fare* are, according to the Days of the Moon, at 6, 7 and 8 of the Clock, and are ſometimes 9 Hours one way, and 4 or 5 the other; whereas in the *Ocean* they are always regularly 6 Hours one way, and 6 Hours the other.

However, in the Port of *Meſſina*, the riſing and falling of the Tide is imperceptible, whereas in the *Ocean* its Motion is ſo violent as to riſe above 15 or 20 Fath. perpendicularly, as it does at St. *Malo* my native Place, where it riſes 15 Fathom at the *Equinoxes*. This Diverſity of Currents oblige you to take aboard the Pilots of the Country, at the Entrance of the *Fare*; who by long Practice have ſufficient Experience to manage the different Currents, and bring your Ship into a Place of Safety. From the Tower of the *Fare* to the City of *Meſſina*, it is about 7 or 8 Miles SW. by W. You muſt keep the Coaſt of *Sicily* aboard, for the Currents are not ſo violent on that ſide; you have a great Depth of Water there, though you ſee ſeveral ſandy Bays: When you cannot reach *Meſſina*, and are obliged to anchor along this Coaſt after caſting down your Anchor, you muſt endeavour to carry your Faſts aſhore.

Meſſina

Meſſina is a very large City, and the moſt conſiderable of all the Iſland of *Sicily*; it is ſituated at the Foot of ſome Mountains, in a very fine Plain on the Sea-ſide, and has a very good and ſpacious Port: The Proſpect of the Town is very fine, where you ſee an infinite number of fine Houſes regularly built, and facing the Port in an uniform Order, beſides a great many magnificent Palaces and fine Churches. *Meſſina.*

At the other end of the Town, as you go to the Eaſtward there is a long, low Point of Land, with large ſandy Beaches about it: At the Extremity of this Point, towards the Sea, there is a ſquare Tower, called the *Lighthouſe*, where a Fire is kept every Night for a Mark to know it; and at the end of this ſame Point towards the Town, there is a very good Fort called *Salvador*; this Fort with this Point, incloſes a great ſpace, and forms the Port of *Meſſina*. In the bottom of the Port there is a very fine Palace, where the Governour generally reſides; and cloſe to it is the Citadel, which is lately built, upon the low Lands abovementioned; it has Batteries over one another, and double wet Ditches, with ſeveral Half-Moons. Between the Citadel and Fort *Salvador*, you ſee a large Houſe encompaſs'd by the Sea, with a Bridge of Communication to the Land, which is a *Lazaret*, or Sick-Hoſpital; there is but little Water about it. When you would anchor in the Port of *Meſſina*, you muſt not come too near Fort St. *Salvador*, becauſe of a low ſandy Point that runs from it, but towards the Town you have deep Water. The Commanding Galley generally anchors oppoſite to a white Marble Statue upon the Key, before the Town, with the beſt Bower, in 22 and 23 Fathom Water; afterwards you caſt your other Anchor farther in, and lie with your Stern near the Key, with two Faſts aſhore; the other Galleys anchor about you after the ſame manner. You may likewiſe anchor farther in towards the Great Palace; but you muſt ſtill keep nearer the Town than the other ſide. The Wind that blows in here, is ENE. the Latitude 38d. 12m. and the Variation 8d. NW. Fort St. *Salvador.*

Cape *de la Mortelle* is a Point of a moderate Height, about 10 Miles NW. by W. from the Tower of the *Fare* of *Meſſina*; to the Eaſtward of it, there are ſome Houſes, and near to thoſe Houſes, there ſtretches out a long Point of Sand about a quarter of a League under Water; you muſt beware of it as you ſail along this Coaſt. Cape *de la Mortelle.*

About two Miles WNW. from Cape *de la Mortelle* is Cape *Roſocolme*, which is likewiſe a Point of a moderate Height, with a Watch-Tower upon it; this Point ſtretches a little way out into the Sea; to the Weſtward of it there is a ſmall ſandy Bay, before which you may anchor in caſe of Neceſſity, if you keep one a good Mile from the Shore; you have there 10 and 12 Fathom Water, the Ground fine Sand, there are ſome Rocks about this Point above water, near the Shore. Cape *Roſocolme.*

About 23 Miles to the Weſt from *Roſocolme*-point, lies the Point of *Melaco*, or *Melazzo*, which is a long Point ſtretching out about 5 Miles into the Sea, and is of a moderate Height; at the End of this Point, between it and the other, there is a large Bay, call'd the Gulph of *Melazzo*. You ſee there ſeveral Towns and Villages, ſome near the Sea, and others a little way up in the Country; the neareſt to Cape *Roſocolme* is call'd *Divona*, then St. *Gregorio*, *Conda*, and *Gouvoltero*: This Coaſt is near the Sea, but high up in the Country. You eaſily diſtinguiſh *Melazzo*-point, becauſe it ſtretches out the moſt of any upon the Coaſt; beſides, on the end of it there is a ſmall Tower, which ſerves for a Light-houſe, and ſome ſmall Houſes at the Foot of it. Beſides, you ſee the Caſtle, and part of the Town of *Melazzo*, at the beginning, and to the Southward of this Point: This Caſtle ſtands on a very ſteep riſing Ground towards the Sea; to the Weſtward there are two ſmall ſquare Forts, upon two riſing Grounds. There are ſome Rocks above Water about this Point, but they are about two Cables Length towards the Shore. The Town of *Melazzo* is about four Miles within this Point, to the Southward: When you come directly from the Weſtward, or the Northward, you do not diſcover it, until you are oppoſite to it, after getting round a certain Point near the Town, which you muſt not come too near to. Then you ſee a Number of Houſes along the Shore, which they call the Lower-Towns, above which ſtands the Town of *Melazzo*, on a riſing Ground: Almoſt in the middle of it you ſee a large Church, and then a Caſtle built after the ancient manner, but ſituated pretty ſtrongly. Below this Town to the Southward, and near the Sea-ſide, you ſee a very conſiderable Village, with a ſmall Fort before it, with ſome Guns in it: This lower-Town, before which you anchor, has Walls about it to the Weſtward, but not to the Eaſtward; and as they are more to fear any De- *Melazzo.*

ſcents from the Weſtward, they have made ſeveral cover'd Ways to hinder it: Near the covered Ways, upon the Sea-ſide, there is a *Franciſcan* Convent.

Anchorage. When you would anchor before *Melazzo*, after getting round the firſt Point of the Town where there are ſome Rocks under Water, a little way out, you paſs abreaſt of the Town, and let go your beſt Bower down to the ESE. in 20, 25 and 30 fathom Water, the Ground a muddy Sand, having a Faſt aſhore. When you come from the Sea, and would anchor in this Road, you muſt take care how you range along this Point. Ships may likewiſe anchor before the Town. The Wind that blows in here, is the ENE. the Lat. 38 deg. 20 min. and the Variation 8 deg. NW. You water at the Southern End of the low Town. Gallies may likewiſe go and anchor for ſake of watering in the Bottom of this Bay, to the S.ward, near the third Houſe you ſee on the Sea-ſide, reckoning from the Weſtward; you have here a Rivulet of very good Water; you anchor in 4, 5 and 6 Fathom Water, ſandy Ground: In the bottom of this Bay towards the Weſt, there are ſeveral Marſhes, and a very fertile large Plain.

The Gulf of Patti. About 20 Miles W. by S. from *Melazzo*-point, is the Point of Cape *Carvao*, or *Calvao*; there is a great Bay between both, call'd the Gulph of *Patti*, in which towards *Melazzo* there is a large ſandy Beach. You may anchor here near the Caſtle of *Melazzo* to the NW. with the NE. E. and SE. Winds, but you are open to all the other Winds, and there runs a great Sea there. There are ſeveral Towns and Villages along the Coaſt in the bottom of this Gulph; the neareſt to *Melazzo* is St. *Lucia*, then *Oliveto*, *Letindaro*, *Patti* and *Guiſa*, which is above Cape *Calvao*. The Town of *Patti* ſtands upon a great Point, five or ſix Miles diſtant from Cape *Calvao*.

Cape Calvao. Cape *Calvao* is a large point oppoſite to the Iſland *Vulcano*; it is very ſteep and full of reddiſh Spots.

The Iſle of Stromboli. About 50 Mile N. by E. from the point of *Melazzo*, and 64 NNW. from the Tower of the *Faro*, is the Iſle of *Stromboli*, which is about 18 Miles in Circumference; it is almoſt round, and very high; the Top of the Mountain burns continually: In the Day-Time you ſee a thick Smoak, and in the Night Flames of Fire; this Iſland is not inhabited. Near to the SE. point there is a little Iſle, where you may anchor in caſe of Neceſſity, and carry a Faſt aſhore; but you muſt always be ready to get round the Iſland, according as the Wind comes: There is a great Depth of Water about the Iſland.

Panaria-Iſland. Fifteen Miles SW. from *Stromboli*-Iſland, and almoſt half way between it and *Salini* Iſland, there are three ſmall Iſlands, the largeſt of which, which is to the SW. is called *Panaria*; the Eaſtermoſt *Bazilluzzo*, and the other *Licia*; near to the large One, there is a Rock above Water.

Salini-Iſland. *Salini* Iſland is a large Iſland, a little more long than it is wide, and very high; it is about 12 Miles in Circumference, but not inhabited; there is a great Depth of Water all about it.

Lipari-Iſland. *Lipari* Iſland is four Miles SE. from *Salini*, it is the largeſt of all the Iſlands, next to *Stromboli*; it is inhabited at the SE. End, where there is a Village, and a Fort adjoyning; you may anchor there cloſe to the Shore, but you have no Shelter, except from the Winds that come over the Iſland.

Vulcano-Iſland. *Vulcano* Iſland is cloſe to *Lipari*, about 400 Fathom to the Southward of it; you may paſs in Mid-Channel between both, there being 40 Fathom Water: But if you paſs in a Ship, you muſt have a leading Gale, becauſe of the Currents which are very rapid in this Channel: On *Lipari*-ſide there are ſome Rocks above Water, almoſt a Cables Length diſtant from the Coaſt; and about a little League to the NW. of the Channel, there is a very ſmall Iſland near to the Weſtern point of *Lipari*, and a ſort of Bay between both. *Vulcano* Iſland is not quite ſo large as *Lipari*, but it is likewiſe high; upon this Iſland to the Northward, there is a Mountain, the top of which is entirely open, from whence iſſues out continually Fire and thick Smoak; but at ſometimes it burns with greater Force than at others: You likewiſe ſee another Fire, which comes out of the Top of a very little Point to the Northward of this ſame Iſland, which is almoſt a *Peninſula*, by reaſon of a little low Neck of Land: It is called the *little Vulcan*, and is the neareſt Land to the Iſland *Lipari*. Near the Point of *little Vulcan* there is a large Creek with a Beach to the Eaſtward, where there ſeems to be good Anchoring. I have ſounded cloſe to this low Point, where I have found 60 Fathom Water: It is ſomething ſurprizing, that Fire ſhould continually be coming out of this little point, which does not exceed 150 Fathom in Diameter.

They

They get a great deal of Brimſtone from this Iſland, and you ſee as it were Rivolets of Cynders, thrown out by the Violence of the Fire, as far as the Sea-ſide. You may however find anchoring in a ſmall ſandy Creek, to the NNW. of the little *Vulcan*.

Directly South from *Vulcano* Iſland, you ſee Mount *Ætna*, commonly called Mount *Gibel*, which continually caſts out Fire; It is ſeen a great way off, being a high Mountain, a great way up the Country, in the Iſland of *Sicily*. I have been aſſured, that one may anchor in caſe of Neceſſity to the Southward of *Vulcano* Iſland; but I have not been able to Sound that anchoring Place. *Mont-Gibel.*

About 32 Miles directly Weſt from *Lipari* Iſland, there are two ſmaller Iſlands than thoſe abovementioned, but very high; the firſt is called *Alicur*, and the Weſtermoſt *Felicur*. Theſe Iſlands are cloſe to one another, and uninhabited: To the Eaſtward of *Alicur*, there is a great Rock above-water. The Iſlands of *Alicur* and *Felicur*.

The Iſland of *Uſtica* lies 55 Miles WNW. 2 deg. W. from *Alicur*: This Iſland bears almoſt North and South with Cape *di Gallo* near *Palermo*, from whence it is 33 Miles diſtant, and you ſee the Cape plainly. The Iſland of *Uſtica*.

I could mention here an infinite Number of Faults, which I have obſerved on the Dutch, *and ſeveral other Charts, with reſpect to the Situation of thoſe Iſlands, and all the Northern Coaſt of* Sicily; *as likewiſe the Iſles of* Maritimo, Levance *and* Favouillano; *where the Diſtances of Places are ill proportioned; and ſituated on wrong Points of Wind: I have had Occaſion to direct them by the Obſervations I have made upon the greateſt part of theſe Iſlands, eſpecially on* Uſtica, *where I obſerved the Latitude, and upon Cape* di Gallo *near* Palermo, *from whence you ſee this Iſland diſtinctly, and almoſt all the Iſlands, and the Coaſt; by theſe means, with a known Baſis of* 33 *Miles, one can with great certainty place the Situation of the Lands.*

Uſtica is, as I have ſaid, 33 Miles almoſt North from Cape *di Gallo*, which gives you a perfect Knowledge of it; this Iſland is about 8 or 9 Miles in Circumference, it is high in the middle, and low at the Ends, it lies in Length E. and W. the Weſtern Point is the loweſt, and the Eaſtern ſeems at a Diſtance, when you come from the Northward, like an Iſland; on this Side, there is a large Rock above-water, about 300 Fathom off.

In caſe of Neceſſity you may anchor on the NE. Side of the Iſland, before a Plain which runs from the Eaſtern Point to the Northern, where the abovementioned Rock lies; you are there in 10 or 12 Fathom Water, ſandy Ground, and ſhelter'd from the SW. and W. Winds: But you muſt not let your ſelf be ſurpriz'd in theſe ſorts of Places, by the Winds that blow on the Coaſt. Some Perſons have aſſur'd me, that there is a Well of freſh Water on this Coaſt, but in the little time we ſtayed here, I could not go to ſee it. On the Southern Side you have 30 Fathom Water near the Shoar, but I would not adviſe any body to anchor there: This Iſland ſerves for a Retreat to ſmall Rovers; it is not inhabited, and abounds with Wood. The Latitude is 30 deg. 43 min. and the Variation 8 deg. NW.

Let us return to Cape Calvao, *where I left off, to give a Deſcription of theſe Iſlands; and proceed along the Coaſt.*

I have ſaid that Cape *Calvao*, is the neareſt Cape to *Vulcano* Iſland, which is but 6 Leagues diſtant, from it: You may paſs between both, even with a Fleet, as likewiſe between all the other Iſlands.

Cape *d' Orlanda* is about 5 Leagues to the Weſtward of Cape *Calvao*; the Coaſt between both is very high and ſteep, and almoſt in the middle you ſee a little Town, called *Mazo*. Cape *d' Orlanda* is a large Point reſembling an Iſland; there is a Caſtle upon the Cape, and above it, a little Town Cape *d' Orlanda*.

The Courſe from *Milazzo* Point to *Palermo*, is directly Weſt, about 120 Miles from Cape *d' Orlanda* to Cape *Cefalu*, the Courſe is likewiſe W. 2 deg. S. 55 Miles: There is a ſort of Bay between both, and ſeveral Towns, Villages, and Watch-Towers. The neareſt Village to Cape *d' Orlanda* is called *Mirtro*, then *Pietra Roma*, *Roza Marina*, St. *Marco-Coronia-Saravalle*, the Fort of *Tuſa*, *Torre-Diraxicalbo*, and *Cefalu*, which is a ſmall Town upon a high Point, that ſtretches out into the Sea. Cape *Cefalu*.

About 18 Miles NNW. 3 deg. N. from Cape *Cefalu* lies Mount *Gerbino*, near Cape *Sebrano*, which makes the Entrance into the Gulf of *Palermo*. Almoſt in the middle between theſe two Points *Mont Gerbino*, and Cape *Sebrano*.

Points, there is a large Bay, in which you ſee a ſmall Town, called *Termini*; to the Eaſtward of this Town there is a Fortreſs with 4 Baſtions, and 3 Village hard by, called *Cachino*; there is another almoſt like it, to the Weſtward, called St. *Nicholas*, near to which lies *Solanto*, on the Sea-ſide. To the Eaſtward of the Point of Mount *Gerbino*, about 2 Miles, there is a very dangerous ſmall Ledge of Rocks, level with the Water. What you call Mount *Gerbino*, is a Mountain near to Cape *Sabrano*, which makes, as I have ſaid, the Entrance into the Gulf of *Palermo*. At the End of this Point there are two very high large Rocks, with two Watch-Towers upon them; the outermoſt is the higheſt, and is diſcovered a great way off, as you ſail along the Coaſt; it appears like an Iſland, becauſe of the low Land that is behind it; there are likewiſe ſeveral ſmall Rocks above-water about this Point; but they are near to the Shoar.

Palermo, and the Places adjoyning.

When you come out of the Sea from the Northward, and would go to *Sicily*, you diſcover the Tops of it's high Mountains a great way off, and afterwards you perceive the Iſland of *Ufica*, which appears in Hillocks, like two Iſlands, and is, as I have ſaid, 33 Miles directly North from Cape *di Gallo*; you perceive this Cape, as you do all the Coaſt, at a great Diſtance. At the extream End of the Iſland of *Sicily*, you ſee a high Mountain, which is called *Trapano Vecchio*, with an antient Town upon it, but you do not immediately diſcover the Town, which lies low. To the Eaſtward of this Mountain there appears a large Bay, with a Mountain like an Iſland, and in form of a Sugar-Loaf: And about 4 or 5 Miles to the Eaſtward, there is a large Point called Cape *de Vito*. After that, you ſee ſtill another large Bay to the Eaſtward; there is likewiſe a large Mountain which helps you to know this Coaſt; and as you draw near, you ſee Cape *di Gallo*, where there appears 3 ſteep Points together, with red Spots, and cloſe to it to the Eaſtward is *Monte Pelegrino*, which likewiſe makes the Entrance into the Gulf of *Palermo*. The Gulf of *Palermo* is very large, being included between Cape *Sabrano*, and *Monte Pelegrino*, which are almoſt 12 Miles diſtant from each other, SE. by E. and NW. by W. and 5 Miles deep.

In the Bottom of this Gulf, to the Weſtward, is the famous City of *Palermo*, which is very large and uniform, adorned with rich Churches, and a Number of ſtately Fountains, which with exquiſite Art, play their Waters all about the City: It is ſituated in a very fine Plain on the Sea-ſide, and this Plain, which is very large, terminates in a Row of Mountains: Upon one of them to the SW. of the Town, about a League off, is the Town of *Mont-Real*, which you diſcover a great way off, being higher than *Palermo*. The Viceroy of *Sicily*, generally makes his Reſidence in this City; and abundance of Nobility live here. This City is eaſily known by the means of the Eaſtern Point of *Mont Gerbino*, as has been ſaid before, and *Mont Pelegrino*, which is the Weſtermoſt, and is very high and ſteep on all Sides; upon the Top is a Chappel of St. *Roſolia*, Patron of *Sicily*.

The Mole

Before the Town of *Palermo* there is a ſmall Harbour for Barks, and about 600 Fathom to the NW. of the Town, there is a Mole, where middling Veſſels and Gallies may anchor: This Mole ſtretches out about 200 Fathom to the Southward, and 400 Fathom to the Weſtward, making a *Rectangle*. On the End of the Mole are two Gun Batteries, and in the middle a Tower, with a Lanthorn on the Top, which is lighted every Night, to favour Veſſels that come in there in the Night-time. Almoſt in the middle of the Mole, there is a ſmall Fort, and at the Land End of the Mole, there is a ſmall Fortreſs with 4 Baſtions; and in the Bottom there are ſeveral large Magazines and Arſenals for Gallies, and ſeveral other Houſes, but the SW. Side is full of Rocks, level with, and under-water. When you would anchor in the Road of *Palermo*, you anchor almoſt oppoſite to the Town, and at the Head of the Mole, in 18, 20 and 22 Fathom Water, the Ground owzy Graſs; and when you would enter into the Mole, you muſt range along the Point, where you have 12 and 15 Fathom Water; you afterwards ſteer along the Mole as far as the Bottom, if you will; then you anchor with your beſt Bower out to the SSW. and the Stern of the Galley cloſe to the Mole, with two Faſts a-ſhoar, and the Head to the WSW. where you carry another anchor. The Ships do generally moor themſelves near the Head of the Mole, in 5 and 6 Fathom Water, the Ground owzy Graſs, the W. and SW. Winds, tho' they come over the Land, are nevertheleſs very troubleſome. The Wind that blows into the Road, is the ENE. and cauſes a great Sea.

If any middling Veſſel would anchor in the little Harbour before the Town, you muſt range with Diſcretion along the Larboard Point, where is deepeſt Water, becauſe on the Starboard-ſide there is a Caſtle on the Water's Edge, before which there are ſeveral Rocks under-water, which

which ſtretch out into the Sea; in the middle of this Paſſage you have 5 and 6 Fathom Water, and on the ſame Side as far as the Bottom of the Harbour, from 3 to 2 Fathom. You may anchor all over this Gulf, eſpecially to the S. Eaſtward, in 14 and 15 Fathom Water, but you have no Shelter from the Sea Winds. At the Southern End of *Palermo*, under its Walls, there runs a ſmall River, with a Bridge over it, and there lie thereabouts ſome Rocks under-water; 200 Fathom from hence towards the Offing, there are ſome Rocks and other Shoals level with, and under-water. The Magnificence of this City is ſo great, that its very Walls towards the Sea are adorned with fine Hiſtory Painting, and you have there a fine Walk with ſeveral Stately Fountains, where a great Number of Coaches aſſemble in the Evening, and the City is at the Charge of Conſorts of Muſick, which play in a Tribunal, made on purpoſe for the Entertainment of the Publick. You water without the Town in the Bottom of the Mole, as you go towards the Town, upon the Sea-ſide, at a Fountain made on purpoſe for the Gallies. The Latitude here is 38 deg. 9 min. and the Variation between 8 and 9 Degrees NW. From the Mole of *Palermo* to the Point of *Monte Pelegrino*, is about a good League, almoſt half way there is a Tower, and ſome Houſes belonging to a Tunny Fiſhing-Net, which is uſually placed there in the Summer. You may come pretty near the Land all along this Coaſt; there being a large Depth of Water, as likewiſe all over the Gulf.

The Road of *Mondello* is about 5 or 6 Miles to the NW. of *Palermo*; it is a ſmall ſandy Creek, lying between *Monte Pelegrino* and Cape *di Gallo*, which are about a League diſtant. *Monte Pelegrino* is, as I have ſaid, a very large high Point, marked with reddiſh Spots, and ſteep on all Sides towards the Sea. To the Southward of this Cape there is a low rocky Point; with a Watch-Tower upon it, with two ſmall Guns, called the Tower of Fig-Trees, becauſe it is quite ſurrounded with *Barbary* Fig-Trees. You generally anchor a little within this Tower, in 6 and 8 Fathom Water, the Ground owzy Graſs, and ſandy, having an Anchor down to the ESE. and a Faſt near to the Point where the Tower is. You are ſhelter'd here from the Winds between the S. and NNW. but you are very much expoſed to the other Winds, and the Sea runs very high. *Mondello.*

You may likewiſe anchor with Southerly Winds towards the Point of *Monte Pelegrino*, in 12 and 15 Fathom Water, the Ground Sand and Gravel, about 250 Fathom from the Shore, where you are more under Shelter. But this Anchorage is only good for Land-Winds, and in a fair Seaſon, and you muſt not let your ſelf be ſurpriſed by the Sea-Winds.

In the Bottom of this Creek towards the Tower of *Fig-Trees*, and near the Sea-ſide, there is another ſquare Tower, and ſome Store-houſes of a Tunny Fiſhery, and on the other Side of the Beach, there is a large Houſe with a Garden, where you water. You muſt not anchor too faſt in towards the landing Place, becauſe there is a Shoal of Graſs and Sand, with no Water upon it.

When you come from the Eaſtward, and are about 40 Miles off from the Coaſt, Cape *di Gallo* appears to you as a very ſteep round Iſland, and the largeſt on this Coaſt. The Latitude is 38 deg. 15 min.

About 5 Leagues to the Weſtward of Cape *di Gallo* is Cape *de Lource*, which is a large round very high Point, at the End of which there is a low Point of flat Rocks, level with the Water. Cape *de Lource.*

Almoſt half way in a Bight, there is a ſmall Iſland called *Donzeillo*, upon which there is a ſquare Tower with ſome Guns in it; you cannot paſs between it and the Land, but in Boats. In caſe of Neceſſity you may anchor on either Side of this Iſland: you ſee two ſmall Towns oppoſite to this Iſland, on the Land, near the Sea-ſide; the Eaſtermoſt is called *Molico*, and the Weſtermoſt *Monte Cerini*. There is a large Bay between this Iſland, and the Point of Cape *de Lource*, in which you may anchor with the W. and SW. Winds; but theſe are Places where you are not ſheltered from the Sea-Winds. *Donzeille.* Iſland.

About 25 Miles W. by N. from Cape *de Lource*, is Cape St. *Vitto*; the Land between both lies in a large Bay for 8 or 9 Miles, called the Gulf of *Caſtelamare*; the Town of the ſame Name is in the Bottom, a little to the Weſtward. Between Cape *de Lource* and the Town of *Caſtelamare*, there are two ſmall Towns; the neareſt to Cape *de Lource* is called *Ramo*, the other *St. Cadaldo*; and beyond *Caſtelamare*, is the Town of St. *Vitto*. Between the Town of St. *Vitto*, and the low Point of St. *Vitto*, there is a Tower; you may anchor in caſe of Neceſſity between this Tower and this Point, to be ſhelter'd from the NW. and W. Winds. Cape St. *Vitto* is very high, and round; at the End of it there is a long Point of flat Rocks ſtretching out into the Sea, upon which there are three Towers, the moſt conſiderable of which, which is ſquare, is on the extream End Cape St. *Vitto.*

of the Point level with the Water; they have ſome few Guns in them. You may anchor, according to the Winds, on either ſide of this Point, but you muſt be always ready to weigh, for fear of the Sea-Winds. This low Point under Cape St. *Vitto*, is generally call'd the Point of *Malamorte*.

Cape *de Ferro*. About 20 Miles SW. from Cape St. *Vitto*, or from the Point of *Malamorte*, is the Point of *Trapano*, and almoſt half way between both, there is a high Point call'd Cape *de Ferro*, which ſlopes to Seaward. The Land lies a little hollow between *Malamorte* Point and Cape *de Ferro*, and in this hollow you ſee a Tower upon a Point. Between Cape *de Ferro* and the Town of *Trapano*, there is a high Mountain, on which the antient Town of *Trapano* ſtands, and is diſcovered a great way off; there is another Mountain near it, with a very ſharp Point, in Shape of a Sugar loaf.

Trapano. The Town of *Trapano* ſtands on the Extremity of the Weſtern Point of *Sicily*, lying on a low Point of Rocks, and well fortified with good Walls on all Sides, with a very good Caſtle to the ENE. And on the Extremity of the Weſtern Point there is a ſmall ſquare Fort with ſome Guns in it.

Colombar Fort. A Quarter of a League SSW. from this Point, there is a long flat Iſland, and another between not ſo large; at the Eaſtern End of the firſt, there is a large Tower, and ſome Fortifications, call'd the Tower of *Colombar*: At the End of the Point of the Town, and the Iſland in the middle, there lie a great many Rocks above and under-water, with Shoals of Sand and Graſs, which ſtretch out above 300 Fathom. You cannot paſs between the two Iſlands, becauſe of the Rocks under-water; but you may paſs in Boats between the Point of the Town, and the firſt Iſland. At the End of the Iſland of *Colombar* to the Weſtward, there is a Rock above-water, which you may range pretty near to; you have two and three Fathom at the Foot of it.

The *Senelles*. NE. from the Weſtern Point of *Trapano*, about two Miles, there is a ſmall Ledge of Rocks under water, called the *Senelles*, which is very dangerous; you muſt not come within a Mile of it.

Another Danger. Four Miles NNW. from Cape *Ferro*, there is another Ledge of Rocks under-water; you muſt paſs wide of it, and mind the above-mentioned Bearing.

Loſpoiros. About 6 Miles directly NW. by W. from the Point of *Trapano*, there is another Ledge of Rocks level with the Water, where the Sea almoſt always breaks, called *Loſpoiros*; It is very dangerous becauſe it lies half way between *Trapano* and the Iſland *Levanzo*, and almoſt in the Paſſage.

When you come along this Coaſt from the Eaſtward, either in Ships or Gallies, after you have doubled Cape St. *Vitto*, you muſt keep a little more diſtant from the Coaſt, until you have got round the Ledge of Locks, which I have ſaid, lies NNW. from Cape *de Ferro*; afterwards you diſcover the Rocks of *Senelles*, which you muſt leave a Mile within you, and likewiſe paſs a Mile wide of the Point of *Trapano*, you may afterwards range at Diſcretion along the Point of the Iſland, where the Tower of *Colombar* ſtands, continuing your Courſe to the Eaſtward along this Iſland, to anchor directly to the Eaſtward of this Tower, about 500 Fathom and no more, and then you will be in 3 or 4 Fathom Water; Ships do anchor a little more out, and you ſee the Ground plainly, which is owzy Graſs. You may likewiſe paſs between *Loſpoiros* and the Iſle of *Levanzo* without any fear, and go on in the ſame Courſe. You cannot come near the Town but in Boats, and that with Difficulty, and through a Channel; all is full of Owze and Graſs. To the Eaſtward of the Tower *Colombar*, beyond the Place of Anchorage, there is a large flat Iſland, and ſome other ſmall ones about it, and ſeveral marſhy Places, which you cannot come near to, but in Boats. The Town of *Trapano* ſtands, as I have ſaid, on a low Point to the Eaſtward, there is a very large Plain, and ſeveral Salt-Ponds near the Sea. About half a League from the Town of *Trapano* in this Plain, there is a very fine Convent of *Carmelite* Fryars, called our Lady of *Trapano*; It is famous for the great Quantity of Riches that is always offered there; beyond it you ſee the old Town of *Trapano* upon a Mountain.

The Winds you are expoſed to in the Road of *Trapano*, is SSW. and SW. you water at the Entrance into the Town. The Latitude is 38 deg. 3 min. and the Variation between 8 and 9 Degrees NW. A ſmall League to the Southward of the Tower of *Colombar*, there is a ſquare Tower on a low-Point, called the Tower of the Salt-Ponds, and between both there is a large Bay, which you cannot come near to. All theſe Coaſts to the Weſtward of *Sicily*, are very low and ſandy, but up in the Country, are higher.

About ſix Miles W. by S. from the Tower of *Colombar*, there are two ſmall flat Iſlands; upon the firſt there is a ſmall ſquare Fort with 2 or 3 Pieces of Cannon, near to which you ſee ſome Storehouſes belonging to a Tunny Fiſhery, which is generally kept near this Iſland. And about 400 Fathom to the Weſtward, there is likewiſe another flat Iſland called the *Fornigues*; you cannot paſs between them, being full of Rocks under Water. About a quarter of a League ENE. from the Iſland where the Fort is, there is a Rock under Water, with only five Foot Water upon it; but excepting this Rock, you may range at Diſcretion along theſe Iſlands. You may anchor to the SE. of this Iſland in 10 or 12 Fathom Water, the Ground owzy Sand, within Cannon Shot of the Iſland, but you have no Shelter, this Anchorage being only good in fair Weather. From this Iſland to the Ledge of Rocks, called *Loſpoiros*, it is about five Miles directly N. by E. you may with Eaſe paſs between both. *Iſles of Fornigues.*

The Iſle of *Levanzo* is 13 Miles to the Weſt of *Trapano*; it is about 10 Miles in Circuit, and is almoſt round, and very high; it is not inhabited, and has no Anchoring-place. *Levanzo-Iſland.*

The middle of the Coaſt of the Iſland *Favouillane* is about 10 Miles WSW. from *Trapano*, between which, on the ſame Point, lie the *Fornigues*-Iſlands: It is but two Miles to the Southward of *Levanzo*; you may eaſily paſs between both: It is very large and flat at the Eaſt and South ends. There is a large Mountain at the Weſtern end, upon which there is a very high rais'd Fort with four Baſtions, call'd Fort St. *Catharine*; there is another below it to the Northward, and a ſmall Village call'd St. *Leonardo*, near to which there is a ſmall Port for Barks, with 2 or 3 Fathom Water; the North Wind blows full in; on the Larboard Point of the Port there is a Tower. You may anchor with all ſorts of Veſſels below Fort St. *Catharine*, in 10 and 12 Fathom ſandy Ground; as likewiſe with Gallies, carrying a Faſt aſhore to the Weſtward of this Fort; but you muſt not let your ſelf be ſurpriz'd there by the NNE. and E. winds, which are the Winds you are expos'd to. You may likewiſe anchor to the Southward of the Iſland *Favouillane*, in a ſort of Bay almoſt in the middle of the Iſland, with the N. and NW. Winds: This Iſland is about 18 Miles round, and is longer than it is broad, it lies SE. and NW. *Favouillane* Iſland.

Almoſt half way between the SE. Point of this Iſland, and the neareſt Land of *Sicily*, there is a ſmall Ledge of Rocks under Water that is very dangerous, ſo that when you come in a Ship, or any other Veſſel from the Southward; you may range with Diſcretion along *Favouillane*-Iſland to come to *Trapano*, or paſs between the Ledge and the Land. But I would not adviſe any Body to paſs this way in the Night-time, becauſe there are too many Dangers, unleſs you diſtinctly diſcover them before it be dark. *Danger.*

Maritimo Iſland is large and high, almoſt of a round Form, and uninhabited; there is no Anchorage near it; it lies about 10 Miles to the Weſtward of *Levanzo* Iſland; you may paſs between both without any Fear. Theſe Iſlands make *Sicily* very eaſy to be known. *Maritimo-Iſland.*

As I have not been any where on the Southern-ſide of Sicily, *I ſhall ſay nothing of it, my Deſign being to mention nothing but what I have ſeen and obſerv'd my ſelf.* N. B.

Deſcription of the Iſland of CORSICA.

CAPE *Corſo* is the moſt advanced Point of any to the Northern End of the Iſland; near the Sea it is of a moderate Height, but farther up, it lies in high Mountains: Cloſe to the Point of Cape *Corſo*, there is a pretty high ſmall Iſland almoſt of a round Form, upon which you ſee a Watch-Tower; you may paſs between it and the Land. To the Eaſtward of Cape *Corſo*, there is a ſort of Bay with a ſandy Landing-place, in which you may anchor with the Weſterly Winds, but you muſt not let your ſelf be ſurpris'd by the Eaſt, or SE. Winds. Cape *Corſo*

Five Leagues SSE. from Cape *Corſo* lies Cape *Sagri*, which is a large Point, ſtretching a little way out into the Sea. Cape *Sagri*

Eight Leagues S. 5 deg. W. from Cape *Sagri* is the Lake of *Brigoglia*, commonly called *Baſtida*, which is a vaſt Extent of Marſhes, with a great Lake in the middle, where formerly was a good *Baſtida.*

good Anchoring-place, but at preſent there is but little Water, and only ſmall Veſſels can go in there. All theſe Coaſts are generally very high, and very little inhabited, and exceeding dangerous with the Eaſt and SE. Winds.

Cape *Sina.* About 18 Miles S. by E. from the Point of *Boſſido* lies Cape *Sina*, which Point ſtretches the moſt out to the Eaſtward of all the Iſland of *Corſica*: It is of a moderate Height near the Sea, but cloſe to it there is a high Mountain, in form of a Sugar-loaf, and a ſmall Village, and ſome Watch-Towers upon Points.

Dangers. About five or ſix Miles towards the NE. of the Point of Cape *Sina*, there is a very dangerous Rock under Water; and to the Eaſtward of this Cape, the ſame Diſtance, there is another likewiſe very dangerous, for which reaſon you muſt not come within 9 or 10 Miles of it to avoid any Hazard.

Cape *Meſcario.* About 30 Miles SSW. from Cape *Sina*, lies Cape *Meſcario*, which is another Point ſtretching a little way out into the Sea, and in the Land it is all high Mountains; cloſe to it to the Northward, there is a ſmall Iſland.

Porto Vecchio. *Porto Vecchio* is a large Bay, in which ſeveral Ships and Gallies may anchor, and be ſheltered from ſeveral Winds. It lies on the Eaſtern-ſide of the Iſland of *Corſica*, towards the Southern-point; it is eaſily known, eſpecially when you come from the Eaſtward: You ſee a high Mountain very ragged and eaſy to be diſtinguiſh'd, ſtanding in a low Land. *Porto Vecchio* is a very little to the Southward of this Land; when you come near the Port, you ſee ſome ſmall Rocks above Water, like Boats, lying without the Entrance; there is one of them, that lies directly in the middle of the Entrance, about half a League out, and another within Muſquet-ſhot of the Larboard as you go in. About 2 Leagues ESE. from the Northermoſt Rock, there is a Shoal. The Starboard-point as as you go in, is very high, and has a Watch-Tower upon it, and ſome Rocks above Water near it, and ſandy Landing-places. You ſee another Tower on a middling Point to the Weſtward of the Entrance; it is ſurrounded by ſeveral Rocks, above and level with the Water. There is a ſort of Creek with a ſandy Beach between theſe two Points, with a ſmall River, where you may water. Two Miles WNW. from Cape *Cigli*, there is a very large high Point, which makes the Entrance of this Port, at the Foot of which there is a Point of Sand which runs out a Cable and a half under Water, which you muſt be aware of. You muſt not range neither too much to the Starboard, nor come too near the Point in the Bottom where the Tower is, becauſe there lie Rocks a great way out under Water. In the Bottom of this Bay to the SW. there is a Citadel in ill Repair, ſtanding on a riſing Ground, and beneath it there is a large ſandy Beach and low Land with a Lake in it, and ſome tall Pine-Trees. Almoſt all along the Bottom of this Bay to the Weſtward, there lie a great many Rocks above and under Water, ſo that you muſt not come near them.

Anchorage. When you come from the Northward, and would ſail into *Porto Vecchio*, you muſt leave the Rocks at the Entrance on your Left-hand; and when you come from the Southward, you may paſs, if you will, between the above-mentioned Rocks, or between Cape *Cigli*, which is the SE. Point of *Porto Vecchio*, and the firſt Rock, where you have 10 Fathom Water; afterwards you keep more a-loof from the Larboard-point, becauſe of the abovementioned ſandy Point. When you have got round it, you ſteer along the Shore, till you come near a ſmall Iſland, lying in the bottom to the Larboard, and then anchor without the Iſland in 3, 4 and 5 Fathom Water: and carry a Faſt aſhore, if you will, upon the Iſland. You hardly ſee the Sea, when you are here, becauſe of the Points. The Larit. is 41 deg. 39 min. and the Variation 7 deg. NW. The ENE. Wind blows full in here, but you do not feel it at all in this Anchoring-place.

Gari Iſland To the Southward of the furthermoſt Point of *Porto Vecchio*, which is Cape *Cigli*, at about 6 Miles diſtance, there is a ſmall round Iſland, and ſome Rocks above Water about it to the Eaſtward, called the Iſle of *Gari*; you may paſs, without any Danger, between it and the Shore.

Cape *Santa Meſſa.* About 15 Miles SW. by S. from Cape *Cigli*, is Cape *Santa Meſſa*, or *Monte*; there is a Bay between both, with ſome ſandy Landing-places. Cape *Santa Meſſa* is a long Point of a moderate Height, ſtretching out into the Sea, with a Watch-Tower upon it; and almoſt in the middle of this Bay, there is another Watch Tower, upon an Eminence. To the Northward of Point *Santa Meſſa*, there is a ſandy Shore lying in a ſmall Bight, before which you may anchor in caſe of Neceſſity, with the SSW. and W. Winds; you have here 8 and 10 Fathom Water, the Ground

owzy Graſs. About a Mile and a half to the Southward of the Point of *Santa Meſſa*, there is a large Rock above Water, and ſeveral others without it; and 3 or 4 Miles SW. from the firſt Rock, there is a Ledge of Rocks under Water, which runs out about two Miles on the ſame Point. Likewiſe there are ſeveral Rocks under Water about *Santa Meſſa* Point, as you go from thence towards the large Rock, and run almoſt half way from the Point. You cannot paſs between the great Rock and thoſe without it, though there ſeems to be a Paſſage, becauſe it is all full of Rocks that lie under Water. But you may paſs between thoſe Rocks, and *Gari*-Iſland abovementioned. You may likewiſe paſs in Gallies between Cape *Santa Meſſa* and the great Rock, ranging along the Rock, to avoid thoſe under Water about the Cape; you have cloſe to the Rock, 13 and 14 Foot Water, but when you have got round the Rock, you have no more Danger: You ſee the Bottom very plain, and may paſs boldly on, I mean in fair Weather, when the Sea is not hollow. You muſt likewiſe mind, when you have got round the Rock, to ſteer with the Cape called *Jews Cap*, to avoid the Rocks upon the Larboard-ſide that lie about the aforementioned Rock.

About 8 or 9 Miles SW. from Cape *Santa Meſſa*, there is a moderate riſing Point call'd *Jews Cap*: Between theſe two Points there is a ſort of Bay, the Coaſt low, and ſome Beaches, before which you may anchor with the Winds at NW. and W. There is a large Rock above Water at the end of Point *Jews Cap*, and ſome other Shoals; and about a Cable's Length to the SW. of this Rock there is a Shoal. To the SE. of the ſaid Point there is another ſmall flat Iſland, and ſome very dangerous Rocks level with and under Water. Gallies however can paſs between this Iſland and Point *Jews Cap*, keeping cloſer to the Rocks about the Point, than to the flat Iſland, and continuing a while on this Courſe, to avoid the Shole near *Jews Cap*, after which, there is no Danger. Point *Jews Cap*.

From Point *Jews Cap* to Cape *Blanc* it is about a ſmall League W. by S. Cape *Blanc* is a long Point of white Rocks, from whence it derives its Name; near to which there is a large Rock above Water; this is the neareſt Point to the Iſland of *Sardinia*, from which it is but 10 Miles diſtant; in the Paſſage you ſee 3 or 4 great Iſlands, lying along the Northern Point of *Sardinia*, called *Magdalen*'s Iſlands; ſo that there is not above 6 Miles opening between theſe Iſlands and the little flat Iſland near Point *Jews Cap*, which is called the Channel, or Mouth of St. *Boniface*. You may paſs through here with Eaſe in Ships, keeping a little cloſer to *Magdalen*'s Iſlands, or to *Sardinia*, than to *Corſica*, and you muſt eſpecially take care of the great Currents that run here; but if you have a fair Wind you have nothing to fear. Cape *Blanc*

About three Miles NW. from Cape *Blanc*, is the Entrance of the Port of St. *Boniface*, and is eaſily known by the Starboard-point as you go in, which is very high and ſteep to Seaward, and full of white Spots; there is a Fort upon this Point, and on the other Point ſtands an *Oratory*, or Chappel of St. *Tereſa*. Between Cape *Blanc* and this Point there is a ſort of Bay with a ſandy Beach. The Larboard Point in going in, is likewiſe very high, and reſembles a *Peninſula*. Under the Fort, towards the Entrance of the Port, you ſee a large Cave. Near to this Point a little to the Eaſtward, there is a Rock under Water, with only 4 Foot Water upon it, but it lies not above 15 Fathom from the Shore. You cannot ſee the Mouth of Port St. *Boniface* until you are over-againſt it; it appears to you like a River, and in the broadeſt Place is not above 80 Fathom over, and about half a League deep. At the Entrance, you have 15, 14 and 12 Fathom Water: A little within the Entrance, on the Left-hand, there are two or three Rocks above Water, but you may range cloſe to them; your only Buſineſs being to ſteer in Midd-Channel to the Bottom of the Port, till you come before the Town, where you have 5 and 6 Fathom Water, there is no Danger on either ſide, the Coaſt is very high and even. St. *Boniface*

In the Bottom of the Port, on the Starboard-ſide, there is a conſiderable Cittadel with a little Town near it, and a few Houſes on the Sea-ſide. You generally anchor againſt this Caſtle near the Houſes, in 4, 5 and 6 Fathom Water, owzy Ground. You water in three or four Places in ſome Gardens in the Bottom of the Port: The Mouth of the Port lies to the SSW. Wind, which blows full in; but in the Anchoring-place in the Bottom of the Port you do not ſee the Sea at all; from thence, the Port lies E. and W. as far as the Bottom. The Lat. is 41 deg. 24 min. and the Variation between 6 and 7 Degrees NW. *Anchorage.*

N. B. *As I have never been in* Sardinia, *and as it is my Intention to ſpeak of no Places that I have not ſeen, for Fear of falling into Miſtakes, I ſhall ſay nothing of that Iſland, but continue my Courſe along* Corſica, *as far as* Calvi.

Cape *Son.* About 5 Miles Weſtward from the Entrance of Port St. *Boniface*, lies Cape *Son*, which is a long Point, ſtretching out into the Sea to the SW. of a moderate Height, and a ragged blackiſh Rock. Near this Point there are ſome Rocks above Water; between the two Points there is a ſort of Bay, and in the middle, a ſmall rocky Creek, at the Mouth of which lies a ſmall Iſland, and cloſe to another Point lie ſome Rocks above Water.

Cape *Fieno* Cape *Fieno* lies 16 Miles NW. from Cape *Son*; the Land between lies in a large Bay, with ſome ſmall Landing-places, and Rocks lying near to Points, that run out from the Shore.

Figari. In the Bottom of this large Bay, there is a ſmall Town on the Sea-ſide, called *Figari*; a little to the Weſtward of *Figari*, there is a Watch-Tower on a large Point, and near it a ſort of ſquare Caſtle on a riſing Ground. Cloſe to this Point, there is a large ſharp pointed Rock, reſembling, at a diſtance a Tower. At the Point of Cape *Fieno*, there is large Rock above Water, and ſome ſmall ones near it.

Rocks called the *Monks.* Thirteen Miles WNW. from Cape *Son*, and five Miles directly South from Cape *Fieno*, there is a Ledge of Rocks above and level with the Water; there are likewiſe ſome under Water, which ſtretch out a great way to the SW. of thoſe Rocks, as likewiſe to the ESE. of thoſe Rocks which appear above Water. There is likewiſe another Ledge of Rocks under Water a quarter of a League off; ſo that this Ledge runs three Miles in Length, and lies almoſt NE. and SW. If you would paſs between the Land and theſe Rocks, you muſt keep almoſt half way between the Coaſt and the Rocks above Water, there being no Danger if you keep a little nearer to the Coaſt than to the Rocks: If you paſs without them, you muſt keep above two Miles from them.

Cape *Negro.* About five Miles NW. by N. from Cape *Fieno*, lies Cape *Negro*, upon which there is a Watch-Tower. At the Point of this Cape there are two large Rocks above Water, but they lie near the Shore: You may paſs pretty near to them.

Gulph of *Campodemore.* About fourteen Miles NNW. from Cape *Negro*, is the Southermoſt Point of the Gulph of *Ajazo*; between both there is a large Bay, called the Gulph of *Campodemore*. In the Bottom you ſee three Watch-Towers on riſing Points, and in certain Places near theſe Points, there are ſome ſandy Shores lying in a Bight, where you may anchor with the Land-winds; but you muſt not let your ſelf be ſurpriz'd by the Out-winds, becauſe there is no getting out. On the Southern Point of *Ajazo*, there is a Watch-Tower; you ſee three more along this Coaſt to the Bottom of the Gulph: There are likewiſe two large Rocks above Water near this Point, and ſeveral ſmall ones about them, and a ſmall ſandy Beach.

When you come along this Coaſt from the Southward, you cannot ſee theſe Towers until you are oppoſite to them.

Gulph of *Ajazo.* About 12 Miles NW. 5 deg. W. from the Southern Point of the Gulph of *Ajazo* lies Cape *Sangonaire*, near which are the Iſlands of the ſame Name: Between theſe two Points is the Gulph of *Ajazo*, which is about ten Miles deep. In the Bottom there is a large ſandy Beach the Shore low, and in the middle, ſome Rocks above Water. The Town of *Ajazo* lies in the Bottom of this Gulph to the Northward ſtanding on a riſing Point: At the End ſtands a Caſtle with four Baſtions, to defend the Approaches of the Anchoring-place. At the end of this Point there are ſeveral Rocks both above and under Water, which ſtretch out in a ſtreight Line a good Muſquet-ſhot, which you muſt be aware of, eſpecially when you come along the Northward Coaſt, and are almoſt half way between Cape *Sangonaire*, and the Town of *Ajazo*: At the end of the Beach there is a Rock above Water, over-againſt which, about a Cable and a half off, there is a Shoal, for which reaſon you muſt not range within a quarter of a League of this Coaſt. The uſual Place of Anchorage is within this Point, between the Town and a *Capuchin* Convent, where you have 5, 6, 7 and 8 Fathom Water, the Ground oway Graſs. There are ſeveral Rocks above Water along this Coaſt, but they are near the Shore; Ships may anchor here if they keep a little more out.

About two Miles to the Eaſtward of the Point of the Town, there is a Tower on a Point, and a large Bay between both, with a ſmall River, where you may water. You muſt not go beyond the *Capuchin* Convent, nor indeed ſo far, becauſe of ſome Rocks under and level with the Water, which lie in the Bottom towards the Beach, and almoſt over againſt it. In the Bottom of the Gulf, to the SE. of the Town, there is a ſmall Ledge of Rocks above-water, and level with it, and within them a large ſandy Beach, and a ſmall River in the middle.

You may anchor, if you will, with Ships between theſe Rocks and the Beach, paſſing to the Southward of the Rocks: Such Ships as have no mind to go within the Point of the Town, may anchor to the Southward of this Point, in 15 and 20 Fathom Water, but you have no Shelter from the Sea-Winds, which are very furious. The Winds you are open to, in the anchoring Place, near the *Capuchin* Convent, are the S. and SE. which blow full in, but they can cauſe no great Sea; and you are there ſafe, both from the Sea, and Sea-Winds

The Latitude is 41 deg. 55 min. and the Variation 6 deg. NW. You may likewiſe anchor with the N. and NW. Winds, within Cape *Sangonaire*, where there is a ſandy Beach, and within a Quarter of a League from the Shoar, you have from 12 to 15 Fathom Water.

Cape *Sangonaire* is, as I have ſaid, the Northern Point of the Gulf of *Ajazo*: On the End of this Point, which appears like an Iſland, there is a round Tower with ſome Guns in it, and cloſe to this Point there is a large Rock above-water. Cape *Sangonaire.*

Two Miles WSW. from Cape *Sangonaire*, lies the largeſt of the *Sangonaire* Iſlands, which is very high; there is a Tower upon it with two Pieces of Cannon, and farther on, upon the extream End of the Iſland, there is another, which is ſmaller: From the Point of this Iſland there run out ſeveral Rocks, both above and under-water. There are two or three large Rocks above-water to the Eaſtward of the Iſland *Sangonaire*, there is no paſſage between the Iſland and the Rocks; But from the largeſt Rock, to the Cape of *Sangonaire*, it is about 4 or 500 Fathom over, and 6 Fathom deep; ſo that all ſorts of Veſſels may may paſs between in mid-Channel, ranging a very little nearer to the Rock, than to the Cape. *Sangonaire* Iſlands.

Moſt of the *Dutch* and other Chards, do ſet down the *Sangonaire* Iſlands at 12 or 15 Miles Diſtance from the Coaſt; though as I have ſaid, they are not above 4 or 500 Fathom at moſt; and from the outermoſt part of the Iſlands, with all it's Dangers, it is not above a League. Thoſe *Chards* likewiſe do not ſet down an Infinite Number of Rocks, which, as I have ſaid, lie to the Eaſtward of the Southermoſt Point of *Corſica*, but they ſet down Rocks before the Town of *Calvi*, at the Entrance into the Road, though there be none there. Remark.

It would require a ſecond Volume to take Notice of all the Faults in thoſe *Chards*, but it ſufficeth to ſay, that they are all very incorrect and faulty. For this reaſon I thought my ſelf obliged ſome time ago to publiſh a Map of the *Mediterranean* Sea, corrected from my own Obſervations in all theſe Places, where I had been; and taken from the beſt Memoirs Extant, for ſuch Places, where I had not been.

About 8 or 9 Miles to the Northward of Cape *Sangonaire*, is Cape *Sabon*, which is a large Point with a Watch-Tower upon it, near which to the SW. there is an Iſland, and a Rock above-water by it. Cape *Sabon*

Fifteen Miles to the Northward of Cape *Sabon*, lies Cape *Roux*, which is a large Point appearing at a Diſtance like an Iſland: Between both there is a large Bay, where you may anchor with the Land Winds. Cape *Roux*

About 11 or 12 Miles to the Northward of Cape *Lougarbe*, which is a large Point, ragged a Top, and at the End of it there is a ſmall Iſland, with a Watch-Tower upon it. You cannot paſs between the Iſland and the Land, but in Boats, nor muſt you come too near the Shoar even in them. Between theſe two Points there is a Bay and ſome Creeks, where you may anchor in Caſe of Neceſſity with the Land-Winds, but it would be dangerous to let your ſelf be ſurprized there by the Sea-Winds. Cape *Lougarbe.*

About 22 Miles NE. 5 deg. North from Cape *Lougarbe*, is the Cape of *Revelate*: Between both there is a large Bay, and almoſt half way lies a Village, called *Girelatte*, to the Weſtward of which you ſee a Tower, before which you may likewiſe anchor in Caſe of Neceſſity, with the Land-Winds. Cape *Revelate.*

To the Eaſtward of *Girelatte*, behind a Point, there is another ſmall Bay, called *Porte Galere*, where you may anchor with the NE. Winds. And near to this Place, as you go North Eaſtward, *Porte-Galere.*

ward, there is a large Point called Cape *Cavalla*, on the Top of which there is a Watch-Tower, and near to the Point, a large Rock above-water: You afterwards ſee a large Point called *Revellate*; ſo the Weſtward there is a ſmall Bay, and ſome Rocks above-water. About a Mile ENE. from this Point, you find Cape *Revelate*, which makes the Entrance into the Bay of *Calvi*; near to this Cape, lies a large Rock above-water, between which and the Land you can ſcarce paſs, but in Boats; but you may range very near the Rock, there being 6 and 7 Fathom Water, at the Foot of it. The Knowledge of *Calvi* is very eaſy from this Rock; beſides you ſee a large Bay, almoſt in the middle of which, upon a high Rocky Point, you diſcover the Fortreſs of *Calvi*.

Calvi. About 8 Miles E. 5 deg North from Cape *Calvi*, is Cape *Deſpano*; Between both there is a large hollow, which is the Bay of *Calvi*. Four Miles SE. by E. from Cape *Revelate*, lies the Town of *Calvi*, which is a ſmall fortified Town, ſtanding on a Point of Rocks, well provided with Cannon, and very ſteep to Seaward: To the Weſtward of the Fortreſs, there is a very high rocky Point, near to which upon another Eminence, you ſee a Chappel. Between this Point and Cape *Revelate*, there is a Bay with a little ſandy Beach, in which you may anchor with Galleys, with the Weſterly Winds, if you are obliged to it.

On the other ſide, and to the Southward of the Town of *Calvi*, there is a large ſandy Beach, you may anchor all along this Shoar, but the beſt Place is near the Town, 2 Cable's length from the Shoar, where you will have 4, 5 and 6 Fathom Water, ſandy Ground, with ſome Ooze, having an Anchor down to the SE. and a Faſt a-ſhoar to the NW. You muſt not ſtand in farther than the innermoſt Baſtion of the Town. Here is room for ſeveral Gallies to anchor; and you are ſhelter'd even from the NNE. Winds, to which you are the moſt open; but when you are in the proper anchoring Place, which I have ſpoke of, you do not ſee the Sea at all, but you feel a rowling Sea, which tumbles along the Shoar.

You may range as cloſe to the Point of the Town, as you have a mind to, having three Fathom Water at the Foot of it; and Ships may likewiſe anchor here. The S. and SW. Winds ſhould be troubleſome here, becauſe they come between high Mountains, and ſo ſhould blow in Squals, but they cannot cauſe any Sea. There is a ſmall Watch-Tower on the Sea-ſide without the Fortreſs, and a *Franciſcan* Convent: In the Bottom of the Beach there is a large Plain, a Pond, and ſome Marſhes, but cloſe by, you have nothing but high Mountains. You find here all ſorts of Refreſhments very cheap, and Plenty of Sheep and Fowles. You water at a narrow River in the Bottom of the Beach about two Miles to the Eaſtward, near which there is a large Houſe which makes you know it. You may anchor with a great many Ships and Gallies all over the Road of *Calvi*: Ten or a Dozen Gallies would be very well ſhelter'd there againſt the Sea-Winds.

Cape Deſpano. About 5 Miles NE 5 deg. E. from the Town of *Calvi*, is Cape *Deſpano*, which is a long low Point ſtretching out into the Sea, and makes the Eaſtern End of the Entrance into the Bay of *Calvi*. Upon the Top of this point there is a round Watch-Tower, and a little above it, on a riſing Ground, there is a ſmall ſquare Fort, with 2 or 3 Guns in it. At the End of this Point, there are ſeveral Rocks above and under-water, which you muſt not come near.

Lalgalogne About 4 Miles ENE. 5 deg. E. from Cape *Deſpano*, there is a ſmall Village call'd *Lalgalogne*, ſituated on the Sea-ſide; and above this Village, you ſee ſome others in the Mountain.

Danger. About 3 or 4 Miles to the NNW. of this Village there is a Shoal with only 4 Foot Water upon it, which you muſt take Care to keep wide of.

Cape Cholle. About 9 Miles ENE. 5 deg. North from Cape *Deſpano* lies Cape *Cholle*, and between both there is a hollow Bay, the Land near the Sea lying very low, but Mountainous farther in.

The Iſland Rouſſe. *Rouſſe* Iſland lies 10 Miles ENE. from Cape *Deſpano*, and is almoſt oppoſite to Cape *Cholle*, and very near it: On the SW. Point of this Iſland, there is a Watch-Tower with two Guns; you cannot paſs between the Iſland and the Land, but in Boats. Near to this Iſland there is a large Rock above-water; you may anchor to the Eaſtward, but only with Barks; from the Town of *Calvi* to Cape *Corſica*, the Courſe is NE. 7 deg. E. about 45 Miles. There is a large Bay, between *Rouſſe* Iſland and Cape *Corſica*, called the Gulf of *Fiorenze*.

But as I have not been that way, I ſhall mention nothing of it.

All this Coaſt is in general very high, eſpecially towards *Calvi* and Cape *Longado*, where you ſee a high Mountain, called the *Heights of Calvi*.

Deſcription

Deſcription of the Bay of ALGIER, *and the adjacent Places.*

THE Bay of *Algier*, which lies on the Coaſt of *Barbary*, is very large: It lies between Point *Matifou*, and Cape *Caſcine*, lying almoſt Eaſt and Weſt, about 18 Miles. There is a large Bay of about 5 or 6 Miles between both: Near the Sea it is all low Lands, with ſandy Beaches, and two ſmall Rivers fall into it. But in the Country, there are ſeveral Mountains.

Cape *Matifou* is the Eaſtermoſt Point of the Bay of *Algier*; It is low, and near the Cape lie ſeveral Rocks, above and under-water, ſo that you muſt not come too near it, becauſe of theſe Rocks. You anchor to the Weſtward of it, in 7, 8 and 10 Fathom Water, the Ground owzy Graſs, within Cannon-ſhot of the Shoar: You are ſhelter'd there from the NE. and NNE. Winds, but you are quite expoſed to the W. and NW. Winds, which cauſe a very great Swell. At the End of this Point, about 2 Miles to the NW. there is a Ledge of Rocks under-water, where the Sea breaks in bad Weather, which you muſt be aware of: When you come from the E.ward, and would anchor here, you muſt give it a large Berth. There is another very dangerous Ledge of Rocks to the NNW. of the Point of *Matifou*, about 2 Miles, and about 4 or 5 Miles ENE. from the ſame Point, there are two ſmall Iſlands, one of which is very high; they are about a Mile diſtant from the Coaſt.

The City of *Algier* lies in the Weſternmoſt part of the Bay, built on the deſcent of a Moun- *Algier.*
tain, and in the Form of an *Amphitheatre*; the Walls at a Diſtance appear very white, and there are ſeveral Forts all about it. Before the Town there is a Mole, where the Ships and Gallies anchor; It is ſhut up with a Chain every Night; the Entrance of it lies to the Southward; cloſe to the Mole, to the Northward, there is a very conſiderable large Fort, which has three Batteries of Good Guns, over one another, upon the Top of the Fort, there is a Lanthorn which is lighted every Night. This Fort is built upon Rocks that are level with the Water: There is another Battery of 6 great Guns near it, level with the Water.

All along the Mole are placed ſeveral Batteries of Cannon, as likewiſe before the Town you ſee nothing but Baſtions, and other Fortifications, well lined with Cannon. To the Southward of the Town near the Sea-ſide, there is a Fort with a double Battery, call'd *Babajou*, and higher upon a riſing Ground, there is a Star-Fort, with a Tower in the middle, call'd the *Emperour*'s Fort; there is ſtill another Fort on the ſame Hill, between the *Emperour*'s Fort, and the Town.

At the Northern End of the Town, near the Walls, there is a conſiderable Fort called *Baba'ouet*, and below it towards the Sea, there is a very good Battery. You may anchor all over the Bay of *Algier*, but the beſt Anchorage is to the ESE. of the Town, within a ſmall half League, in 18 and 20 Fathom Water, owzy Ground; and a little farther out you have 25 and 30 Fathom Water. You are here open to all the Sea-winds; the NNE. N. and NW. Winds cauſe a great Sea. The Lat. is 36d. 50m. and the Variation between 5 and 6 Degrees NW.

Cape *Caſſine* is a large Point, which runs out ſloping into the Sea; it makes, as I have ſaid, Cape *Caſ-* the Entrance of the Bay of *Algier*: Between the Town of *Algier* and this Cape, there is a low *ſine.*
Point, call'd Cape *de la Peſcade*, near which lie ſeveral Rocks above Water.

About 18 Miles WSW. from Cape *Caſſine*, lies the Tower of *Cachique*, which ſtands upon a Tower of
Point ſtretching out a little to the Weſtward, at the End of which there are Rocks above and *Cachique.*
under-water, near the Shoar.

To the Weſtward of this Point there is a ſmall Bay, and a ſandy Beach, where you may anchor in 4 or 5 Fathom Water; and be ſhelter'd from the North and North Eaſt Winds.

About 25 Miles W. by S. from the Point of *Cachique*, ſtands Cape *Cercelli*; which is a great Cape *Cer-*
round Point; there is a little Bay between both, with a large ſandy Beach, and in the middle *celli.*
there is a ſmall River.

The Town of *Cercelli* lies 6 Miles to the WSW. of this Point, being a ſmall Town, ſituated on the Sea-ſide. You know it, when you come the Eaſtward, by the abovementioned large

Point, of Cape *Cereſelli*; near which are two large Rocks above-water, at ſome Diſtance from one another. About 6 Miles to the Weſtward you ſee a Valley, and old Arches in it, and near them, ſtands the Caſtle of *Cereſelli*.

Before the Town there is a ſort of *Peninſula*, pretty high, with a ſmall *Moſque* upon it: Between the Town and this *Peninſula* there is a ſmall Neck of low Land, which forms a ſort of Bay: You may anchor here with middling Veſſels, and are ſhelter'd from the NW. and NNW. Winds; the Entrance lies to the Eaſtward: There are ſome Rocks above and under-water about this *Peninſula*, but they lie pretty cloſe to it.

There lie ſome more Rocks to the Eaſtward, near to another Point, which has a *Moſque* upon it; The Town ſtands on the deſcent of a Hill, near the Sea-ſide: Before the Town are two good Baſtions, well lined with Cannon; it has good Walls, eſpecially to Seaward, and ſtands at the Foot of high Mountains.

F I N I S.